New!

PlayStation · Saturn · Ultra 64 · 3DO · Jaguar · Mega 32X · Neo Geo · SNES · Mega Drive · PC · NEC FX · Amiga CD32 · CD-i · Arcade

Issue three – February 1995 – £2.25

6 Posters inside

Ultimate Future Games

Saturn Virtua Fighter
It *really* is arcade perfect!

PC Dark Forces
Star Wars meets Doom!

Cybersled
Killer PlayStation war!

Virtual Boy
Nintendo's VR system

3DO Virtuoso
Rock 'n' roll apocalypse!

Have you won?
Top compo winners inside

Saturn Daytona vs PlayStation Ridge Racer...
CarQuake! 32-bit overdrive

32-bit Kombat!
MORTAL KOMBAT II
Mega 32X gets Mortal!

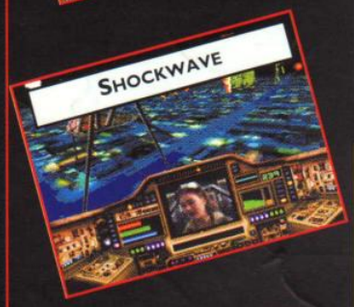
Japan goes wild!
Crazy days as new machines arrive!

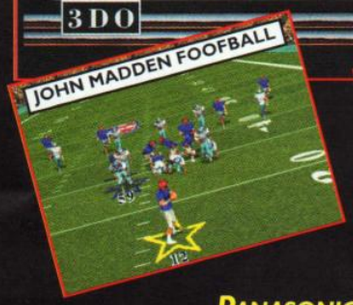
Future Publishing
Your guarantee of value
9 771355 728000 02

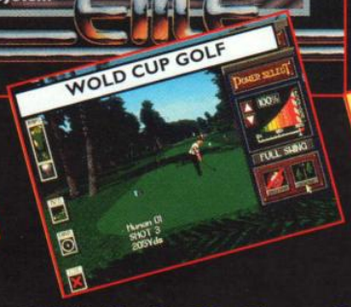
*No Deposit Buy

Buy your Panasonic 3DO, Atari Jaguar, Sega 32X or Acorn Computers from Calculus.

Too Good to be True! Not a bit of it. Order the amazing Panasonic 3DO complete with a FREE Copy of the Cult Game Mega Race and use it for 6 long months before you pay a penny. After 6 months you use our easy payment terms.So, why save up for the most desirable games system on the planet when you could be using it for 6 months for nothing. Latest CD Technology: the Panasonic 3DO plays State of The Art CD Games and audio CD Disks in Full Digital Stereo sound .







1st Option

Call into your local Calculus Store or phone our Mail Order number to place your order. Sign our credit form confirming the period over which you wish to pay. (you can change your mind on how to pay after your 6 months ownership) Once we have received a good status report the Product is yours, enjoy it for 6 months and then confirm your final payment choice.

A. Choose easy payment terms* of your choice from either 24 or 36 months.

B. OR Pay Today's Calculus Price.

No Strings Attached, No Interest Charges.

Offer Ends January 31st

2nd Option

Pay in Full Now.

We accept Access and Visa Cards or a cheque. Put your cheque guarantee card number on the back of your cheque for an instant status cheque otherwise allow 5 days for clearance. Mail order goods are normally dispatched the day that an order is cleared and delivered Nationwide by Securicor

HINTS AND TIPS

If you are visiting a Calculus Store, bring a cheque guarantee card and proof of identity for Instant credit clearance. Otherwise it can take upto 24 hours but you must be over 23 and in Full Time Employment.

*APR 29.8%

Panasonic REAL 3DO CD Games Software

Escape from Monster Manor	£34.99	The Horde	£39.99
John Madden Football	£39.99	Samurai Showdown	£44.99
Road Rash: Blood of the Couriers	£44.99	Pa Taank	£39.99
Shock Wave	£44.99	Shock Wave-Operation Jump Gate (*datadisk*)	£34.99
Super Wing Commander	£34.99	World Cup Golf	£39.99
Theme Park	£44.99	FIFA International Soccer	£44.99
Virtuoso	£44.99	Driving Need For Speed	£44.99
Another World	£39.99	Demolition Man	£39.99
Off World Interceptor	£44.99	World Cup Golf	£39.99

3DO Controller £39.99

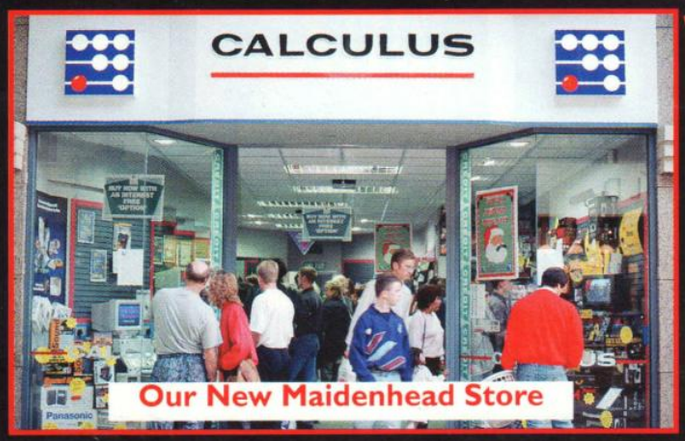
Ring for comprehensive software list. Software titles are subject to change

* 32 - bit RISC based system
* Process 6 million instructions & 64 million pixels / sec
* Double speed CD Drive + 3Mb RAM

FREE MegaRace

(Title may vary as new games are launched.)

£399.95



All Major Credit Cards Accepted

VISA SWITCH MasterCard

Phone our Mailorder Number

01543 419999 2 UL 94

Ringway Industrial Estate,Eastern Avenue, Lichfield, Staffs. WS13 7SF.

9am - 6pm Mon to Fri, 9.30am - 3.30pm Sat

*Subject to status. Written details upon request

CALCULUS

NOW PAY LATER.

YOURS FOR 6 MONTHS THEN PAY TODAYS RETAIL PRICES. NO DEPOSIT, INSTANT CREDIT, NO STRINGS ATTACHED

Voted the number 1 games system. The all new UK version Jaguar has at last arrived in Calculus Stores, complete with the latest software direct from the States. Every Jaguar sold by Calculus comes with a FREE copy of Cybermorph. So, don't hesitate when you could be taming a Jaguar for 6 months for nothing. But maybe you're a SEGA freak, No problem, Calculus have the answer with the new 32X, buy it now and blow your mind for 6 months before you pay a penny.

TRADE IN

YOUR OLD AMIGA 600 & BUY A FANTASTIC JAGUAR FOR ONLY £149.99

A600 must be complete and in working order offer applies to stores only NOT mailorder

£199.99 FREE Cybermorph

* 64BIT * 16.8 MILLION COLOURS
* 16 BIT CD QUALITY SOUND

ALIEN v PREDATOR
Actual Screenshot

JAGUAR CARTRIDGE GAMES SOFTWARE

Dragon Bruce Lee Story	£49.00	Wolfenstein	£49.00
Iron Soldier	£54.00	Alien vs Predator	£54.00
Cannon Fodder	TBA	Club Drive	£49.00
Tempest 2000	£49.00	Chequered Flag	£54.00
Kasumi Ninja	£49.00	Doom	£49.00

Jaguar Controller £19.99

ATTENTION SEGA Megadrive Owners

Upgrade your Megadrive with the NEW Sega 32X and receive 5 vouchers worth £10 each when returned to SEGA with proof of purchase of any new 32X Game. Only one voucher can be claimed per game purchased

SEGA 32X GAMES

Doom	£49.99
Star Wars Arcade	£49.99
Virtua Racing Deluxe	£49.99
Stellar Assault	£49.99

BUY NOW PAY IN 6 MONTHS

New games will be announced soon. Prices are before the Sega £10 cash back.

MEGADRIVE 32X

£169.99

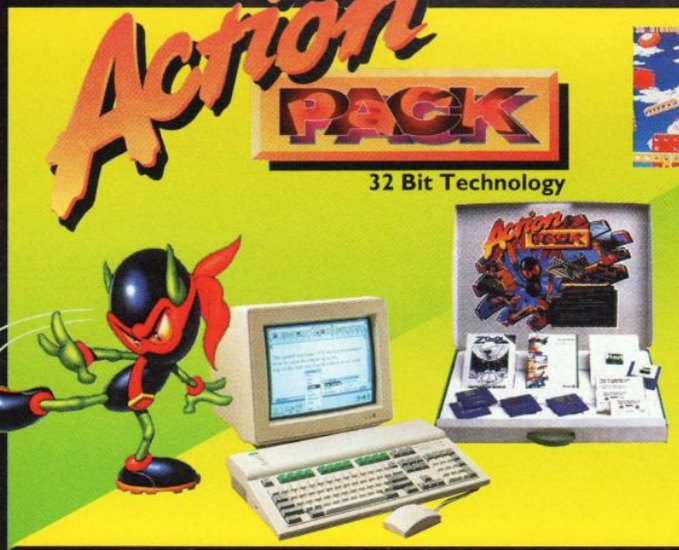
5 x £10 GAMES VOUCHERS

Sega 32X Arrives 27 November Call in and reserve yours now

* Subject to Status. Written Details upon request

Action PACK

32 Bit Technology



Acorn

* Powerful 32 - bit processor * Professional style keyboard * 2 Joystick ports * 3.5" floppy drive
* 1 Mb RAM * Start Write word processing
* Zool Games Pack
* Introductory Lemmings, Chuck Rock, Superpool and Fervour
* Applications Suite: painting, drawing, text editor and music program
* Comprehensive audio training tape
* 1 Year At Home Warranty

PLUGS INTOYOUR TV SET

£299

ACORN MONITOR
AKF52 Multiscan Monitor
* Medium Resolution SVGA 0.28 dp
Speakers Included

£249

Acorn Archimedes Software

Lemmings II	£29.99	Sensible Soccer	£25.99	Simon the Sorceror	£39.99
Sim City	£34.99	Flashback	£27.99	Crystal Maze	£39.99
Saloon Cars Deluxe	£34.99			Scrabble	£27.99

CALCULUS STORES

SOUTH

AYLESBURY
39 Friars Square Centre
TEL: 0296 436811

MAIDENHEAD
6 Nicholson Walk, Maidenhead
TEL:0628 770768

HEMEL HEMPSTEAD
Marlowes Centre
TEL:0442 250035

FARNBOROUGH
1 Princes Mead Shopping Centre
TEL 0252 377722

MIDLANDS

BURTON-UPON-TRENT
Unit 30 Octagon Centre New Street
TEL: 0283 517505

COVENTRY
Unit 24 Orchard Walk Shopping Centre TEL 0203 520778

SUTTON COLDFIELD
80 The Parade TEL: 021 355 4839

TAMWORTH
34 Ankerside Shopping Centre TEL: 0827 67776

WALSALL
48 Park Mall Saddler Centre
TEL: 0922 21700

NORTH

ALTRINCHAM
59 George Street Altrincham
TEL: 061 929 7433

DONCASTER
11 South Mall Frenchgate Centre TEL 0543 418666

LEEDS
11 Bond Street Centre
TEL: 0113 2454098

NORTHWICH
85 Witton Street
TEL: 0606 47883

OLDHAM
The Spindles TEL: 061 6270822

PRESTON
St George's Centre
TEL: 0772 259494

SHEFFIELD
67 The Moor Sheffield South Yorkshire
TEL: 0114 2721192

WARRINGTON
52 The Mall Golden Square
TEL: 0925 575055

WIGAN
18a The Galleries Shopping Centre
TEL: 0942 323913

HULL
11, Princes Quay
TEL: 0482 585100

CALCULUS

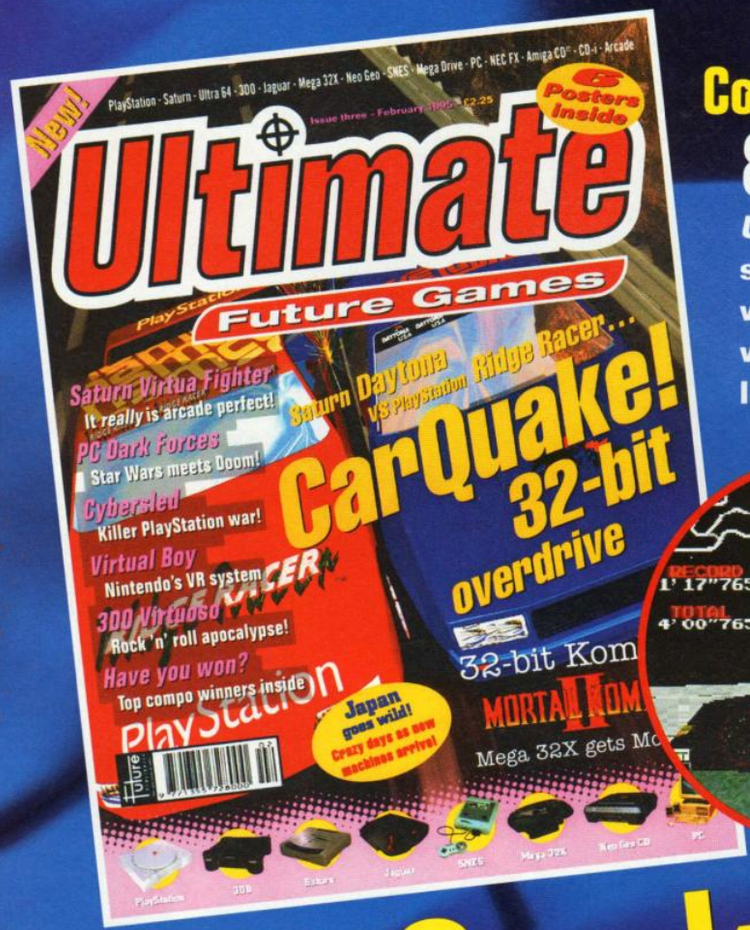
Ultim
Fut

ure Games

So we've reached issue three already eh? Christmas has come and gone, but this Yuletide season did herald the start of a new age in video games. The PlayStation and Saturn are now firmly in place in front of the office telly, and if the staff ever move away from it, I'll finally get to try the bleeding things out. But in the meantime, I hope you enjoy reading this issue as much as we enjoyed writing it.

Frank O'Connor

Editor



Cover feature

82 *Ridge Racer* has taken the *Ultimate* office by storm. Discover why *Daytona USA* will have a lot to live up to...

CarQuake!

32-bit overdrive

Clockwork Knight

20 It's the Saturn's first true platformer, and it's as cute as it is good-looking.

Dark Forces

16 There's nothing like a good game of *Doom* – until now that is. We preview LucasArts' next big thing.

Cybersled

22 *Battlezone* gets the Next Generation treatment

Ultimate

Future Games

Exclusive!

MORTAL KOMBAT II 32X

12 A world exclusive! *Mortal Kombat 2* on the Mega 32X. Could this be the best *Kombat* so far? The king of blood-fests gets the *Ultimate* treatment on page 12, and remember folks, you saw it here first.

▶ Mileena goes bonkers with a fan. Check out those graphics.

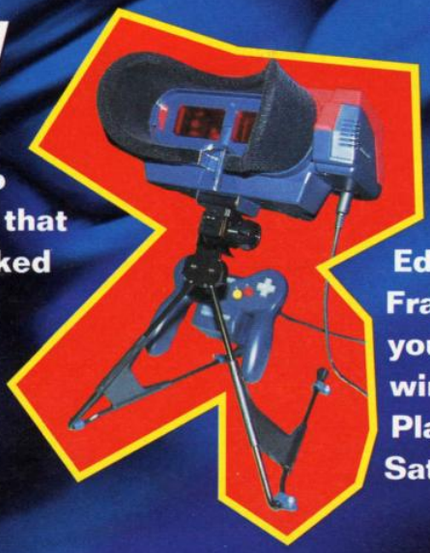
Virtua Fighter

78 *Virtua Fighter* – the best beat-'em-up ever made or a load of old polygons? Find out which in our four-page review.

◀ Arcade perfect version of a perfect arcade game. What's the drawback? It's only on Saturn.

VR Boy

52 The new Nintendo machine that shocked and rocked the video game industry is laid bare in our exclusive and in-depth feature.



It's war!

63 Just back from a spell in the land of the rising sun, our Editor and hey, your friend, Frank O'Connor tells you who's winning the PlayStation/Saturn war.

Section 1

Up-front

Full Index 9

The essential place for news and previews.

Section 2

Specials

Full Index 49

In-depth investigations into the games world.

Section 3

Reviews

Full Index 77

We don't compromise. We tell it as it is...

Compos

T-Shirts 14
Star Wars 17
Snowboard . . . 22
£50 X-Word . 111

Regulars

Arcade 38
U-Mail. 40
Charts 45
Posters. 55
Hyper Vision. . 74
RPG Club . . . 100
Subscribe! . . 112

The Future Is Now
SNK

©SNK 1994

RING THE BELL WITH NEO GEO CD!

SNK, the leader in arcade video, brings you the games you want at pocket-pleasing prices: NEO GEO CD-ROM, the last word in home video game action!

NEO·GEO CD™

The world-renowned games of SNK/NEO GEO

···with dazzling graphics, sizzling sound, and fully orchestrated music···will overwhelm you on the new NEO GEO CD. 56 megabits of built-in memory keeps the action fast and exciting. Two newly designed game pads with custom joysticks are included for immediate 2-player action. The enjoyment doesn't end here: With the scheduled releases of even more original software, now is the time to bring the world of NEO GEO to your home.

SAMURAI SHODOWN II ©SNK 1994

SUPER CD-ROM LINEUP!

SNK's NEO GEO CD. A Game for All Seasons! Look forward to our growing lineup of original games in the coming months and for years to come!

SUPER HIGH TECH GAME
NEO·GEO™

SNK CORPORATION SNK BLDG., 18-12 TOYOTSU-CHO, SUITA-SHI, OSAKA, 564, JAPAN. TELEPHONE:(81)6-339-5577 FAX:(81)6-338-7175
SNK CORPORATION OF AMERICA 20603 EARL STREET, TORRANCE, CA90503, U.S.A. TELEPHONE:(1)310-371-7100 FAX:(1)310-371-0969
SNK ASIA LIMITED SUITE 1101, TOWER 3, CHINA HONG KONG CITY, 33 CANTON ROAD, TSIM SHA TSUI, KOWLOON, HONG KONG. TELEPHONE:(852)730-0420 FAX:(852)375-3203
SNK EUROPE LIMITED 11 ALBEMARLE STREET, LONDON W1X 3HE, ENGLAND. TELEPHONE:(44)71-629-0472 FAX:(44)71-629-0474

Up-front

Previews

Aircars	Jaguar	32
Burn Out	Jaguar	36
Dark Forces	PC CD ROM	16
Clockwork Knight	Saturn	20
Cybersled	PlayStation	22
Fight For Life	Jaguar	37
Fighting Polygon	SNES	30
Hamlet	PlayStation	28
Hover Strike	Jaguar	36
King's Field	PlayStation	26
Metal Jacket	PlayStation	23
Mortal Kombat 2	32X	12
Myst	PlayStation/Sat	24
Philosoma	PlayStation	24
Powerful Family	PlayStation	28
Rayman	Jaguar	18
Scottish Open	32X	18
Troy Aikman	Jaguar	32
Ultra Vortex	Jaguar	33

Other stuff

Main news	10
Arcade news	38
U-Mail	40
Compo Results	42
Bluffer's Guide	44
Charts	45

Ultimate Section 1

Ultimate UPDATE

Planets align for Sega

First Saturn, then 32X and now Neptune. Sega have continued their planetary tradition with a brand new console currently codenamed Neptune. This machine will basically be a Mega Drive with a built in 32X, or the other way round if you prefer. The machine will be redesigned and should feature elements of the styling seen in Saturn, except in jet black this time.

So what does this mean? Do Sega think a market exists for a stopgap machine in lieu of Saturn? Buggered if we know.

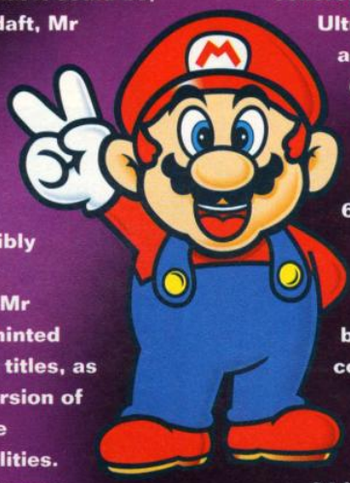
Neptune will have to be cheaper than a Mega 32X and Mega Drive set-up. Luckily, the Mega Drive and 32X both share the same cartridge port arrangement, so it should look tidy. The current set-up, with the mushroom thing and all the cables hanging out is a bit sad.

◄ ▲ *Mortal Kombat 2* on the Mega 32X should be a big seller on Neptune.

Ultra Mario is on its way

Nintendo recently announced that Shigeru Miyamoto, the genius behind the *Mario* games, is now working with American company Paradigm, on an as-yet unnamed Ultra 64 project.

I wonder what it could be, eh? We're not daft, Mr Miyamoto is probably beavering away on the Ultra 64 version of *Mario*. Or possibly *Pilotwings 2*.



In the past, Mr Miyamoto has hinted that both those titles, as well as a 3D version of *Zelda*, would be distinct possibilities. Paradigm are famous for their 3D work on Silicon Graphics technology, and have much respected experience in polygon-related stuff.

The Ultra 64 still doesn't have a flagship game and *Mario* is an obvious contender. However, the Ultra 64 may be aimed at a older market and *Mario* might not be a big hit with more adult gamers.

At the moment, the only concrete evidence of the Ultra 64's existence are the arcade games *Cruis'n USA* and *Killer Instinct*, neither of which use finished Ultra 64 hardware.

Nintendo really need to start showing stuff, because public confidence in the Japanese giant is at an all-time low.

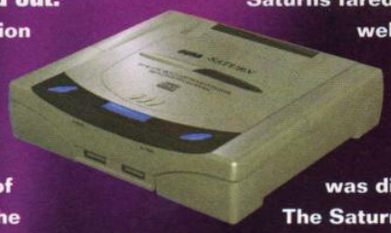
But the Ultra 64 is still, on paper at least, the most powerful system around, so we may be forced to eat our words.

Come on Nintendo, show us something, puh-lease!

Saturn and Pla

It's good news for Sega and Sony this Christmas. The first shipments of Saturn and PlayStation have almost completely sold out.

The PlayStation has had it particularly good. After an initial production run of 100,000 units, the PlayStation can't be bought for love nor money. Even the biggest retailers in Japan have run out of stock.



▲ Sega's success is more shocking than the PlayStation's.

Joypads, memory cards, games and other peripherals are all in very short supply.

Sega's first batch of 70,000 Saturns fared almost as well, but supplies are still available in some places.

The situation was different earlier. The Saturn looked like it would steal a march on the PlayStation, largely thanks to an excellent conversion of Sega's own *Virtua Fighter*.

▲ No-one is going to want to race you if you're in the death car.

▲ Is it a track, or a diagram of how to link up a number of PlayStations?

Ridge Racer for two

Rumour has it, that Namco are hard at work on a multi-player networked version of the mighty PlayStation *Ridge Racer*.

This should come as a nice surprise for those disappointed by the single-player nature of the PlayStation conversion.

You link PlayStations using their communications ports, but each player will need their own TV and a copy of the game.

Quite how practical this will be is a bit of a mystery, but well worth the effort if you have a PlayStation pal. With the NegCon controller, a couple of PlayStations, you could be talking about the best racing experience of all time.

▲ Ridge race against your mates...

Rumours of a March launch for Saturn in the U.S.A

According to rumours in the States the Saturn release is being brought forward to March, so that Sega can steal a march on both Sony and Nintendo.

At the moment, the Saturn is vaguely pencilled in for an official release sometime in the Autumn. But if Sega can get the thing out in the spring, and launch it with *Daytona*, then they could completely dominate the 32-bit market.

Sega, of course, have no comment at this stage, but such a move would surely pose a wee threat to the boys at Nintendo. Their machine has missed the boat until next year in Japan, but they could have launched head-to-head against the Saturn and PlayStation in the US.

If Sega do release their monster early, then it would be prudent for Sony at least to follow suit. As far as Nintendo are concerned, Sega can release their machine at any time they like, but they're still developing theirs and it will just have to wait.

Hopefully this will mean a faster launch for the British Saturn, if Sega UK decide to follow suit. Problem is, Sega are still trying to push the Mega 32X as an alternative machine and the advent of Neptune could scupper things further.

If you have any thoughts on what Sega should be doing, then we're happy to start the debate in our U-Mail section. Protest enough and you might make a difference.

yStation sell out

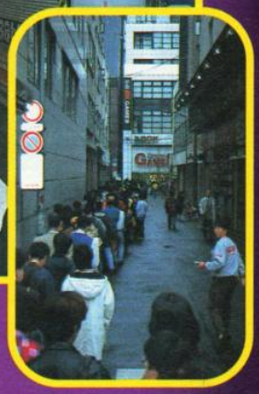
Once the Sony marketing campaign got underway, though, the PlayStation orders rocketed. Sony are now committed to supplying at least 40,000 units per week to the Japanese retail trade.

So who's going to win? Nobody knows, but both machines will have a stunning Christmas, revitalising a market that looked like it was headed for a swan-dive.

▲ Mmm. PlayStation. Lovely, lovely PlayStation.

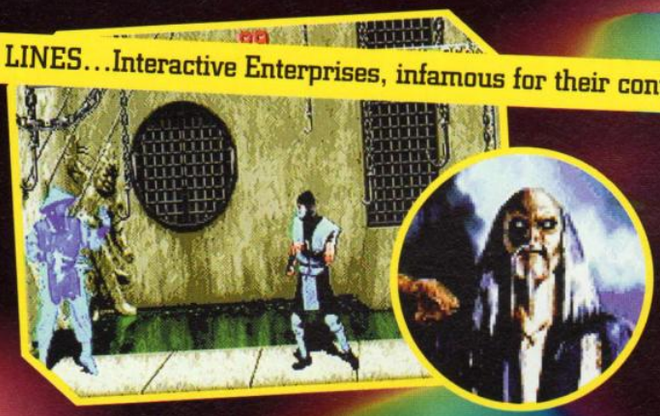
Which machines will *Ultimate Future Games* have under their Christmas tree this year? Well, both actually, because we're games bonkers, mad, barmy. And now we're skint as well. Doh!

The big question is, whether or not this kind of success will be repeated worldwide? Or more importantly, the UK? And check out our feature on page 63. Go on. Do it now! This instant.



▲ ▶ Bitter cold and long queues didn't put these punters off in the slightest. This shot, taken at seven in the morning, illustrates the game-related hysteria.

..TRUE LINES...Interactive Enterprises, infamous for their controversial Mega Drive clone, have a SNES clone ready for release in February..



◄▲ A couple of shots from the unlengthy intro, where the chilling background is given.

▲ To 'loose off' one of Sub-Zero's Ice Balls press D, DF, F and Low Punch. Wee easy.

▲ It's just like one of those sliding, plastic, puzzle things.

Exclusive!

It's eating everything in its path! Mortal Ko conquers another

TOP CHEATS

Double Dragon V. Mega Drive: Get to the menu screen (surely you don't need instructions how to do that? If you do, please write to *GamesMaster* magazine). On controller one press up, C, B, A, down, A, B, C, left, C, B, A, right, A, B and C. You will now get extra reserve points for your character.

► For Liu's Bicycle Kick, hold and release Low Kick. If you want.

▲ The shiny, shimmering torso of Liu Kang bullets itself through the magenta air towards the chill of Sub-Zero.

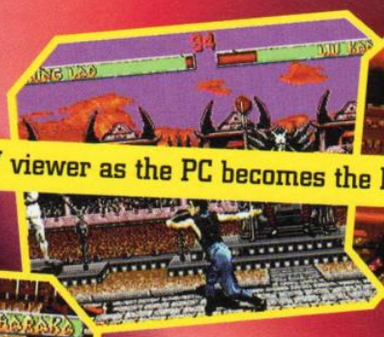
▲ Jeez, will you take a look at those breests. It's like Miss Whiplash all over again. But no whip.

◄ Calm down, calm down, wachwachwachwachwach. Rayden's from the 'Pool you see. With a hat and all.

...A US report predicts that the UK will have less than 14 million TV viewer as the PC becomes the leading form of home entertainment...

▲ 'Leach's meat a treat to eat'. A Fatality, I'm sure.

▶ You don't need a circus mouse or a feather to fly...



▲ A 'shot obscuré', as we say in the business.

▲ And another one. Our brothers of page art in the great *Ultimate* monastery will be flagellated until they squeal. Like tiny piglets...

▲ 'Smell my 'pit waftage, man of grill gob.' If only, eh, if only?

mbat 2

format - the Mega 32X

And so the *Kombat Kontinues*... all the way to the Sega mushroom appendage. Bloodier than an episode of *Casualty*, as atmospheric as Jupiter, the conversion that everyone's been waiting for (well, everyone with a Mega 32X, anyway) with its promise of faithful arcade duplication is almost upon us, and *Ultimate* brings you the first ever preview.

So what are the differences then, eh, between this and the SNES/Mega Drive versions? Well, until we get a go of the finished game, they won't be entirely clear, but on playing around with the latest version from the programmers the most obvious differences include slightly more detailed backdrops and much clearer sound.

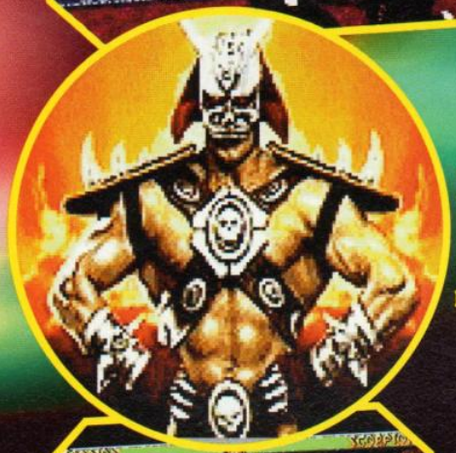
We can't really express that using the wealth of screenshots exploding onto these pages, though. But believe us when we say that the samples used for the character screams and shouts are incredibly, and somewhat spookily, realistic. And 'Baraka Wins' has never caused us to brown our briefs quite so much.

Fortunately, the gameplay remains untarnished. Back, back, back, high punch, low punch... aaah, it's identical. No surprise there, then, this is just an updated conversion after all.

Leave all that shenanigans to *Mortal Kombat 3*, we say. It's still a pity about the Mega Drive joypad, though. It still doesn't quite allow the freedom of movement the SNES one does.

And all the fatalities, babalities and friendship ▶

◀ 'Short back and sides Sir?' Ha, ha, ha, ha, ha, ha, ha, ha.



▲ Yes, indeedy, Player Two is ready and receptive for you.

◀ Look at the glow on his helmet. He's bloody huuuuge.

◀ A Babality formed from Baraka-on-Baraka action. Any other hidden stuff?

◀ Scorpion's spawned from hell, apparently.

remain lovingly intact. There's no news of any different hidden bits from the 16-bit console versions, but we reckon that Probe may have cheekily secreted something in the code we don't yet know about.

Let's hope so. It's a larf trawling through every bit of the game trying to find those special bits, isn't it? What do you mean you wait for cheats to be printed in mags? That's not the spirit, is it?

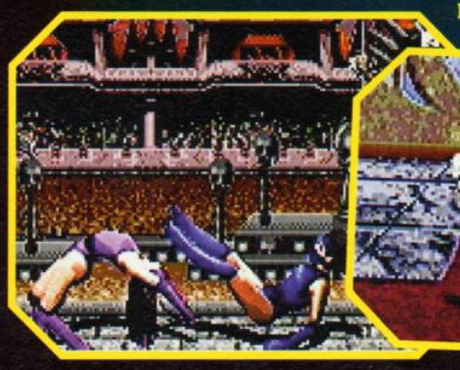
But will those *Mortal Kombat* fanatics (and there are innumerable amounts of them) need to buy this version? Only if they've got a Mega 32X, obviously (hah!), but we'll be sure to let you know when the final version wings its way into the office.

'Excellent' stuff could be happening on a toadstool-shaped add-on near you...

Machine	Sega 32X
Publisher	Acclaim
Developer	Probe
Style	It's a toughie
Release	March '95
Status	98% complete

▲ Blimey, this really has been a caption frenzy this month.

▼ Wahey, porny ahoy! Actually, it looks more like gymnastics...



▼ I refuse to caption this picture. Invent your own.

Ultimate UPDATE

Win! Win! Win! Win!...

... a madcap, zany and shockingly short-sleeved Hebereke T-Shirt. The garments., inspired by the mad bonkers SNES puzzle game, are taking the fashion world by storm with their wacky use of the big-snootered Dustin Hoffman, and we've got 10 of the cotton blighters to give away to, yes you've guessed it, 10 lucky, lucky readers.

To be in with a fighting chance of winning, all you have to do is send us a T-shirt. But not any old T-shirt. A really rubbish T-shirt. The worst one you've got. The one's with the rubbishest slogan or the crappest design. And the senders of the worst 10 will get a superb T-shirt in return. Well, they probably need them.

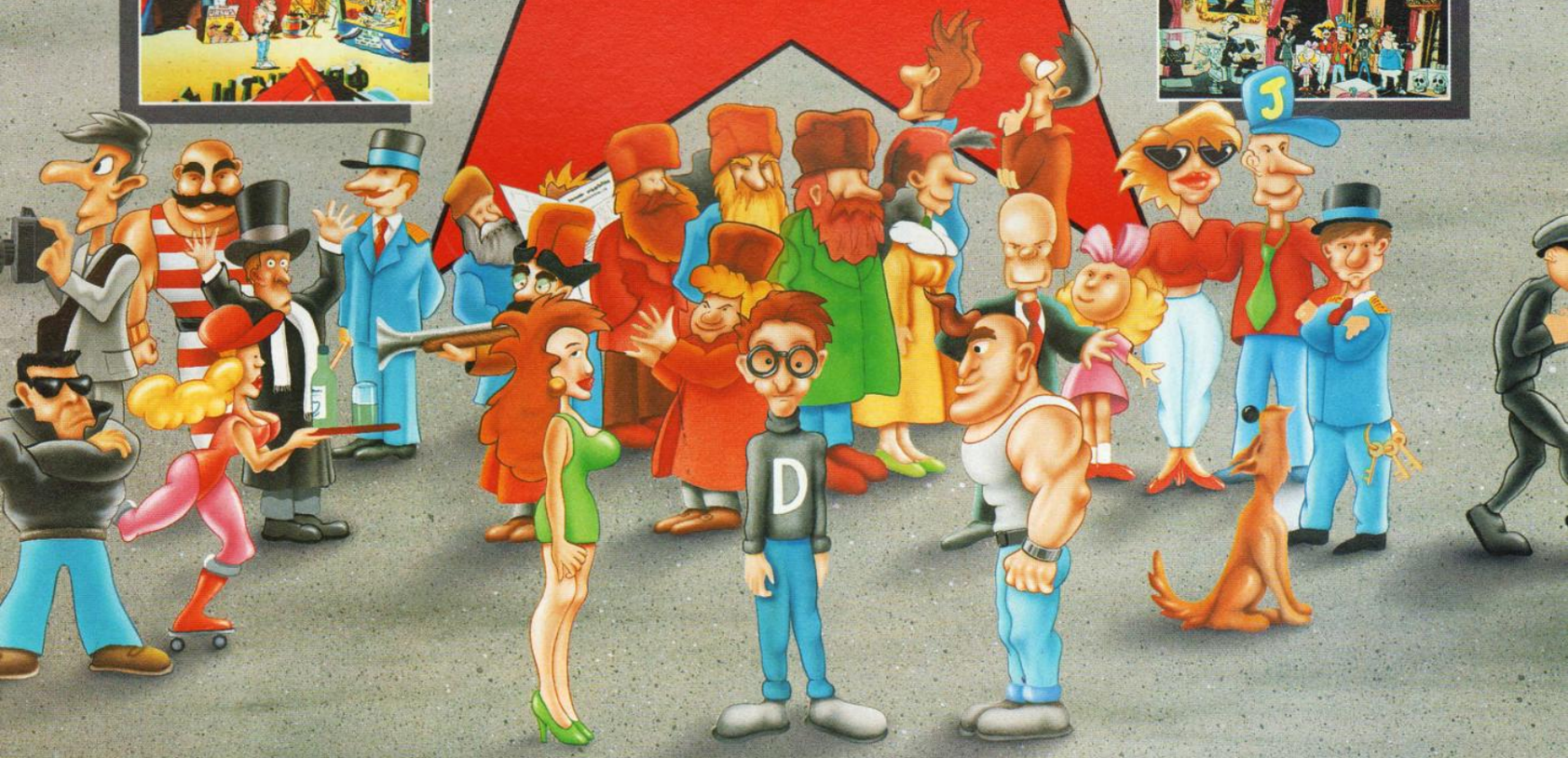
Send you tacky T's to New For Old, *Ultimate Future Games*, 30 Monmouth Street, Bath, Avon, BA1 2BW to get here by February 14th.

THE BIG RED AdVENTURE

WHAT'S BIG,

RED

AND FUN TO PLAY WITH?



AVAILABLE ON PC, PC CD-ROM & AMIGA 1200

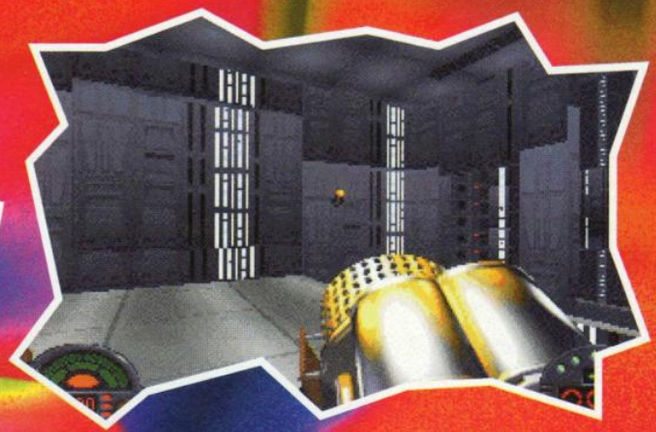
DYNABYTE

Core Design Limited 55 Ashbourne Road Derby DE22 3FS
Tel: (01332) 297797 Fax: (01332) 381511
The Big Red Adventure © Core Design Limited

CORE DESIGN LIMITED

TOP CHEATS

Doom. Jaguar: Wanna know the easy way to get all the way through this excellent game (definitely the best on the Jag by a long way)? Pause the game and press the three keys at the bottom of the joypad (* 0 #) to enter the god mode. You'll get all the keys, tons of ammo and become invincible. Can't be bad, eh?



◀ They're like sitting ducks. Except they haven't got feathers and they don't lay eggs. Not much like ducks at all, then...

▲ The smooth graphics really make you feel like you're penetrating deep into Empire strongholds.

Gathering in the depths of space

Dark Fo

TRUE LINES... The next big game from Shiny 'Earthworm Jim' Entertainment will be a beat-'em-up set in a 3D environment which allows

There's no question about it – *Doom* is brilliant. Some people even reckon that *Doom 2* is the best game ever. So how do you go about trying to better that? What's the next step in first-person perspective blasters?

You could make them bigger. Or you could introduce more missions, that demand a touch more strategical thinking. And, indeed, *Dark Forces* takes both these steps in the right direction.

But the really exciting twist with this latest *Doom*-style game is that it gives you the chance to blast away at characters that you're already familiar with.

And that's what promises to be the main source of fun in *Dark Forces*, the latest *Star Wars*-related game from LucasArts. It really is *Doom* meets the Empire with very big knobs on.

Every time you turn a corner you can bet there'll be characters from the films just waiting to be reduced to charred masses by your photon rifle (or waiting to do the same thing to you) – stormtroopers, interrogation droids, Sandcrawler guards, diagondas, Darth Vader... they're all in there.

But you're no angel, oh no. Remember the bit in the first film (*A New Hope*, as it's now called) where there's a throwaway line about the rebels getting hold of the plans to the Death Star thanks to some secret "agent".

In this game you are that agent, and he's a Jedi who has turned to the dark side of the force. Not in a big way, like Darth, but he still uses his power to his own advantage. He's an ex-Empire bloke who's now gone freelance as an agent for hire – and it's the rebels who are paying him at the moment.

Currently there are about 50 levels (some may be combined to form multi-part levels), and each one has a mission, ranging from things like stealing blueprints for the Death Star to destroying entire complexes by planting mines strategically around the level.

◀ The dark side of the force is strong within you – you'll be cheating at poker next, you wicked felon.

▶ Is life dull? Do you seek adventure? Then join the Stormtroopers and get to wear impractical plastic armour.

◀ One advantage *Dark Forces* has over *Doom* is that you can look up and down.

▲ In time-honoured tradition (well, a tradition stretching back to when *Doom* was released) the further you get the bigger weapons you get...

rces are soon to be unleashed...

You start off with a bog-standard laser, but collect better weapons as you go along, and also have to find parts of an Ultimate Weapon which you'll need when you face the Dark Troopers – robotic stormtroopers especially created by the Empire.

The graphics are looking faster and smoother than *Doom*'s and you can also look up and down as well as jump onto ledges.

We reckon that you'll be succumbing to the Dark Side of the Force pretty soon...

Machine.....PC CD ROM
Publisher....Virgin
Developer...LucasArts
Style.....*Doom*-style blaster
Release.....January '95
Status.....95% complete

you to pick up objects, such as fridges (apparently), and use them as weapons

Win!!

£500-worth of exclusive Star Wars stuff!

Oh yes indeedy, thanks to JVC, LucasArts and Virgin, we have a ton of amazingly exclusive *Star Wars* stuff to give away.

Enter this compo ansd you'll get the chance to receive a huge, £500 bundle of awesome and rare *Star Wars* kit, direct from the LucasArts ranch in sunny California.

So here's your chance top amaze your friends and scare your enemies with a light saber, a *Star Wars* mug, incredible posters, never-seen-before books, games, models, kits, masks... well, everything to do with *Star Wars* that you could possibly think of. Except a part in the next movie.

To win it, all you have to do is answer the following three questions:

1. What is Yoda's home planet called?
2. What is Luke's home planet called?
3. What is Darth Vader's real name?

Send your answers on a postcard to Feel The Force, *Ultimate Future Games*, 30 Monmouth Street, Bath, Avon BA1 2BW, to get here before 20th February 1995. The winner will be picked from a trash compactor by the editor. Oh yeah, and multiple entries will be exterminated.

TOP CHEATS

Lawnmower Man, Mega Drive: Press start to pause the game on any of the platform levels. Now press up, right, A, B, A, down, left, A and down. Start the game again and hit start to pause it. You will now have access to a cheat menu with a level select and infinite lives on it. What more could you ask for?

PlayStation

punters need platforms...

Rayman

might just deliver

▼ Do we have a Sonic out-cuter with *Rayman*?

The PlayStation has hardly been inundated with platform titles, with most softies opting for 3D stuff. UBI Soft have gone for a slightly more traditional approach and begun work on the gorgeous-looking *Rayman*.

This title is also nearing completion on the Jaguar, and looks equally dreamy on either of the formats.

The difference is that the game should be a bit cheaper on the PlayStation, largely thanks to Sony's super-cheap licensing policy. It should also feature an improved soundtrack.

So in a catalogue stuffed with racing and fighting games, *Rayman* sticks out as a breath of fresh air. Thank gawd. The game should feature plenty of variety, with the character's disjointed limbs put to good use as you walk (and handstand) through the rather lush levels.

▲ All these shots were snatched from the first level.

Machine	PlayStation/Jag
Publisher	TBA
Developer	UBI Soft
Style	Platform game
Release	TBA
Status	Very early

Time to peel those...

...eyes again. Ouch – sounds painful. Oh, the old ones are the old ones! Yes, it's time once more for our amazingly popular Eagle Eyes compo.

All you have to do is identify the the screenshot below, and tell us which page it appears on in the mag.

As last month's was a bit easy, we're only showing small section of the screenshot this time. Hah.

And the prize? A game of your choice from this month's review section. Not bad, eh?

Send your answers on a postcard to Eagle Eyes 3, *Ultimate Future Games*, 30 Monmouth Street, Bath, Avon, BA1 2BW. Entries must be here by February 10th.

Oh yeah, and the winner to issue one's Eagle Eyes compo (the answer was *Street Racer*, by the way, not *Pitfall*) is revealed on page 43.

TRUE LINES...Cheap bootleg copies of *Clockwork Knight* and *SSF2X* are starting to appear already. Not good for the video game industry...

More open than a Glaswegian Madame's...

Er... it's Scottish Open

And everything

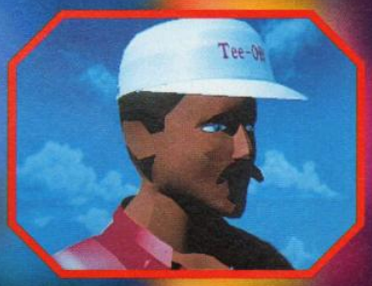
Previously known as *Tee-off*, Core's fine-looking golf effort for the Sega new generation machine goes for an arcadey approach to the sport of the diamond-patterned-sock-adorned middle classes.

▼ Aah, the waft of fresh pine and the squelch of fresh sod.

▲ Well, this is a mightily fantastic screenshot, isn't it?

On offer are four courses of 18 holes, two amateur and two professional. Cunningly, and to try and enhance the arcade feel, you won't be allowed to attack the more difficult courses until completing the earlier levels. Cor, it's just like a platform game. Sort of.

With tons of options (a tournament played over 72 holes and stuff), loads of camera angles and a mystery prize on offer from Core when you complete their send-in 'challenge' this looks top fun for the putter punter.



▲ A man with a 'tache looking defiantly heterosexual. No, really...

Machine	32X/Saturn
Publisher	Core Design
Developer	Core Design
Style	Arcade
Release	Early '95
Status	70% complete

BC RACERS

BC RACERS - it's pre-hysterical
Cool n' crazy CLIFF ACE is gettin' in some quality time with his cave-babe ROXY as they speed n' smash their way on a dino-powered dirtbike through 32 howlin' heats in a madcap, 3D, cartoon race against a hardrock host of rocky racers! Up to 2-players.

ALSO AVAILABLE ON PC & PC CD ROM

CORE DESIGN LIMITED

SEGA™

MEGA-CD

BC Racers © Core Design Limited. All Rights Reserved. 55 Ashbourne Road, Derby DE22 3FS. Telephone (01332) 297797 Facsimile (01332) 381511.
SEGA and SEGA MEGA-CD are all registered trademarks of Sega Enterprises Limited. All rights reserved.

◄► Clockwork Knight's on a journey and on a train. As you can see from the picture to the right, boxes fall in true 3D from the backgrounds, an effect that's, well, very bloody effective.

◄ A round slice of intro. Can't wait to see the finishing piece of film now.

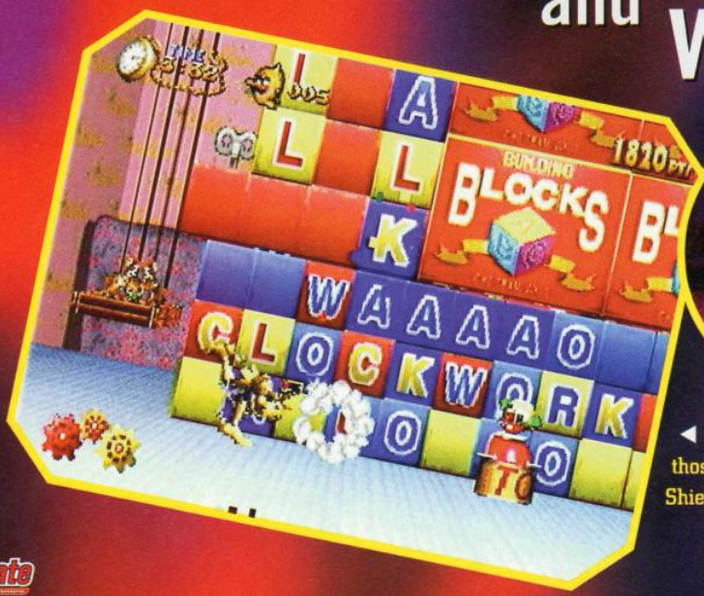
► Giraffe's litter Betsy's room like giraffes in London Zoo. Er... but you can jump on their backs if you fancy it. But they're highly excitable. In real life. Er...

The cutest graphics... Clockwork Knight

Wind it up and watch it go!

▲ These American footy balls can be carried and thrown at all manner of enemy. They really smart.

▼ The scaling when the screen zooms in and out during the Transformer-style fight is brilliiiaaanntttt.



◄▲ Phwooar, look at those backgrounds. Shield your eyes now.

TOP CHEATS

John Madden American Football. 3DO: Press pause during the game. Now press the top-right button, A and P to get very large players on your team. To lift the covers off of the other teams plays press B, top left, A and B. To reset everything press A and X when the game is paused.

TRUE LINES... Is the world ready for four-

▼ ▶ Collect the power-ups to become invincible for a short while. Or why not, as below, have a go at knocking down some skittles. Ploughman's Lunch not included.

◀ Watch yer hairs, there's a gas cooker about. *Sizzle.*

You want the best game intro ever? You fancy experiencing some of the smoothest 3D effects this side of Bovine McGraw's Famous Medicinal Liquor? Faultless animation? You need a compelling quest? With *CK* you got it.

We kid you not about the intro. It's a true animated epic, in which a trunk of toys getting together to witness two wind-up knights battle it out for the love of a rosy-cheeked doll. Suddenly, the lights flick off and the beauty gets kidnapped, while all the toys become evil. It's up to you to save the day.

And so the story goes, winding (ho, ho) itself through all the rooms in a huge house (well, it's massive from the toys' point of view). You tackle these in true platform tradition, leaping about levels backing at things with your trusty key for a sword. Interspersed with these areas are roulette screens for gaining extra lives, and the ritual end-of-level guardians (everything from a small chap with a big hat, to a transformer-style robot). But the animation and graphics really do seem to make this something special. Get ready to go 'Ooh' and prepare to go 'Aah' as some stunning scrolling and scaling weave a merry charm on your visual synapses...

Sorry, got a bit carried away there. But it looks bloody great, there's no denying it. Sprites leap at you from the stunning backdrops and pieces of background fall on you. It's pretty funny in places, too.

So, will Sega's next generation platformer be the bench mark against which the rest of the genre is measured? Only time and the next issue of *Ultimate* will tell. We'll be sure to blast this wind-up merchant wide open.

Machine.....Saturn
Publisher....Sega
Developer...Sega
Style.....Platform
Release.....Import
Status.....99% complete

◀ ▶ Avoid the spikes, leap the gap, avoid the falling backdrop, hurdle the dinosaur skeleton... All in a day's work for a Knight.

player *Tetris*? God only knows how it works but that's the selling point of *Super Tetris 3* out on the SNES in Japan early next year.

Ultimate UPDATE

Apple admit it at last...

...The forthcoming Pippin console from Apple, revealed by *Ultimate* as a world exclusive in issue one, has finally been officially announced. Apple Computers (who previously denied the machine's existence) are now revealing details of what could be the most powerful console of all.

The machine is at present being honed and developed in Apple's research and development labs in Cupertino, California.

Based on the amazing Power PC chip, the machine will have a limited degree of compatibility with the Apple Macintosh range of computers.

More importantly, the machine will have custom graphics hardware to rival the mighty PlayStation, as well as the amazing number crunching abilities of the Power PC chip.

Apple are likely to release the machine in late 1995 in Japan and the USA simultaneously, but under the Bandai brand. The machine will be known (certainly in Japan) as the Power Player, with good software support from Bandai as well as other licensed Apple developers.

The possibility of a 4-speed CD ROM drive has been discussed and this would explain the relatively high price point of (approximately) $500.

Although the machine will be aimed at the educational and multimedia market (don't panic!), games will be an important part of Apple's strategy. Well, they'll have to be unless we want another CDTV on our hands (please, no, anything but that).

At the moment, there are no firm announcements about support from any major software companies, but all the biggies are believed to be interested. Well, if you were a software company, wouldn't you be?

TRUE LINES... *Virtua Fighter* after two weeks availability on the Saturn, is number three in the Japanese all-format software chart, and *Ridge Racer* is expected to do likewise....

▶ The start is always a tense moment in racing. We feel sooooo tense...

Battlezone started it but Cybersl

is tanked up and ready to finish it

Namco, who have already delivered big time with the awesome *Ridge Racer*, are set to unleash the equally stunning *Cybersled*.

The game itself is dead simple – kill your opponent using a tank. The graphics, however, are looking more than a bit special. The objects, obstacles, tanks and explosions are gloriously animated.

The game runs as fast and as smooth as *Ridge Racer*, with fully texture-mapped graphics, something even the arcade game didn't have. Better still, the sound effects and music have been completely redone.

What is going to make this a hit, though, isn't the simplistic one-player game, but the awesome split-screen two-player mode. The battle arenas are just big enough to let you hide, but not for long.

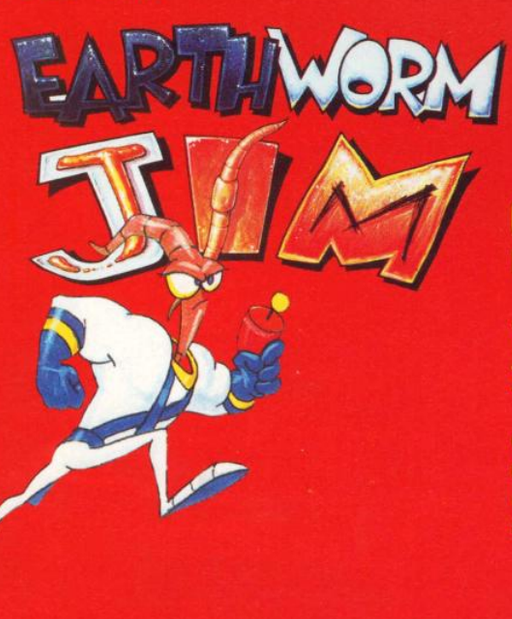
Sweat-drenched nights of two-player battles await you as you hunt your opponent. Vicious battles, extra weapons and all manner of hidden secrets will ensure its success. Namco – heroes or what?

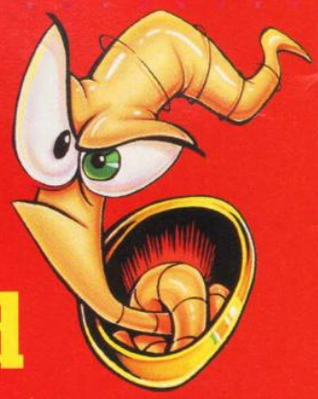
Machine.....PlayStation
Publisher....Namco
Developer...Namco
Style.....3D Shooter
Release.....February
Status.....85% complete

TOP CHEATS

Dynamite Headdy. Mega Drive: To get this cheat working, press Start when you're on the title screen. Leave the cursor at the Start Game prompt. Now enter C, A, left, right and B. You will now hear a sound. Press start again and you'll access the level select. And you can't say fairer than that. Especially if you haven't got a mouth.

Win an





Snowboard

Want to win a fabulous, exclusive and cool *Earthworm Jim* snowboard? You know you do.

Well, those lovely fellas at Virgin have one to give away, and all you have to do to win is write in telling us what the cow does at the end of the game. Simple as that.

There are some lovely *Earthworm Jim* T-Shirts for several lucky runners up. So send them entries to: Earthy Compo, *Ultimate Future Games*, Future Publishing, 30 Monmouth Street, Bath Avon BA1 2BW. The competition closes on February 14th. Got that? Good.

◀ Player one scores a nasty hit, proving that guns are cool after all.

▶ A huge variety of options allow you to customise your game.

▼ The new improved texture-mapped graphics show off the PlayStation well.

ed

▲ The tanks each possess different and useful attributes.

▼ The start of a level that was destined to end all too quickly.

▶ We love you Namco, we do, we love you Namco we do...

Metal Jacket

Hooray for more big walking robot thingies. They're what we want to make the world all lovely and warm and brown again. Erm, okay they're not.

We're all pretty much familiar with the idea behind these type of games, but this looks bloody brill. With a choice of eight stonkingly suggestive bodies, six texture-mapping, polygon-shifting combat area settings, and loads of definable options (such as special weapons, colour, radar and the like), this looks to be a peach of the genre.

The on-screen status monitors are complex enough to challenge even the most experienced air traffic controllers, there's so much to keep an eye on.

There's also a really effective day-night, erm, effect, and you can end up playing during the day, dusk, twilight and the wee small hours.

Yomping around in tin suits and dropping bombs has probably never been more fun.

▲ Here we have a shot from the intro showing one of your bombs...

▲ Cor! Look at all those lovely robots. A sumptuous selection..

Machine	PlayStation
Publisher	Sony
Developer	Pony Canyon
Style	Big robot thingy
Release	February
Status	Nearly ready!

Confused? You will be... Myst joins the next generation.

▼ This is one of the first things you'll see on the island of *Myst*. A big hill.

Weird. Really weird. That just about sums up *Myst*. Just when you think you have the logic sussed, it'll come up with some spooky puzzle and you'll be confused all over again.

Reading the manual won't exactly help, since it's more confusing than the game itself. You play an inter-dimensional traveller... but from then on, it's all a bit vague.

The game is based on the ancient book of Myst, which tells various tales, all set on a strange island that doesn't obey the laws of time or physics.

As an adventure, this has to be one of the most gorgeous-looking games around. Frankly, though, the main reason it has been converted to the Saturn and PlayStation is that it's very easy to do. The graphics have

▶ And here it is again, but from slightly further away. A lot of areas in *Myst* are 'bridges' to more useful sections

...TRUE LINES...The first CD-i game based on a film licence will be *The Crow*, based on the gothic-style martial arts thriller starring the

◀ You and the fleet head deep into enemy airspace, seeking a bit of a scrap.

◀ ▲ The 'camera' tracks the action as it blends into the game proper.

Philosoma takes shoot-'em-ups to new dimensions

▶ Big explosions are a trademark of *Philosoma*. This one is cool, and signifies a smart bomb.

▶ Big asteroids spin through the depths of space, being all scary and... well... big.

TOP CHEATS

Tazmania 2. Mega Drive: When the Sega logo appears press A and B on pad one and B and C on pad two. Now release all the buttons and listen for a barking noise. Then you know you've done it right. Now pause the game at any time and press A. You will now get a menu with some cheats on it. Crumbs.

▶ Ooh! Steps, I wonder if they lead anywhere good?

been ported straight from the Mac version, and enhanced to make use of the better colours available on Sony's and Sega's machines.

The music soundtrack is just as spooky as the plot, with creaking noises and eerie tunes.

Definitely one for older players, *Myst* will baffle young kids. But a word of warning to anyone considering buying the import version – Japanese text and speech render this completely incomprehensible.

▲ ▶ Inside and outside views of the library. This is the centre of *Myst*, the game.

◀ This is one for the more cerebral of you out there. And if you don't know what cerebral means, then it ain't for you.

Machine.....Saturn/PlayStation

Publisher....Softbank

Developer...Cyan

Style.....Graphic adventure

Release.....December

Status.....99% complete

late Brandon Lee. Unfortunately, it's not due for release until 1996, so it's hardly going to benefit from publicity generated by the film...

▲ Groink! The wonderfully rendered spacecraft are a sight for sore eyes. This one's yours.

Yoinks! *Philosoma* has not one, not two, but three different game styles, all on one jet-black CD.

This, and we make no bones about it, is a shoot-'em-up. A horizontal scroller, a vertical scroller and a 3D blaster to boot. All these game styles are incorporated into one of the best-looking games yet to hit the PlayStation.

The game switches between these game styles several times, but with fluid cinematic grace. Great big rendered animations flow smoothly into the game itself, which to be honest, is pretty ordinary for the most part.

What is interesting is the sheer number of sprites being thrown around the place. Let's hope that slowdown is definitely a thing of the past.

Amazing parallax backdrops add to the effect and the whole kaboodle is backed up by a heavy metal soundtrack.

As a game, *Philosoma* is up there with the likes of *Raiden* and *Salamander*, but the huge scaling sprites and sheer beauty of the graphics set it apart.

Plot? Who needs one? Just shoot everything and collect the power-ups. Can't say fairer than that, can you?

Watch out for the end-of-level bosses, though – they're pretty much the best we've ever seen.

Machine.....PlayStation

Publisher....Sony

Developer...Sony

Style.....Shoot-'em-up

Release.....December

Status.....99% complete

Ultimate UPDATE

PCs go all consoley?...

...It could happen. Because Namco, the manufacturers and designers of arcade greats like *Ridge Racer* and *Galaxian 3* are all set to unleash their game-design talents on the PC.

This is good news for PC owners who have until now been starved of

Ridge Racer – appearing on a PC near you soon.

decent arcade conversions, that sort of thing having up 'til now being reserved for console kids.

The first games Namco have in mind are *Ridge Racer* and *Starblade Alpha*, the latter of which is said to be better than the arcade game, with fully texture-mapped polygons and some extra special frills.

Ridge Racer? No word yet, but high-end PCs should be well suited to the polygon-feast that *Ridge Racer* presents. Namco are confident that they can produce an excellent conversion, and who are we to argue?

Starblade Alpha should be out first, hopefully in the summer of next year, but *Ridge Racer* is a big product and will take until the end of 1995 at the very least to complete.

On that subject, PC heads might be interested to hear that *Virtua Fighters* will also make an appearance on the PC next year, courtesy of Sega, with *Virtua Racing* to follow. Hurrah!

Get yer tips out for £50...

...Yep, *Ultimate*'s on the look out for the best games tips around, and we're prepared to bribe you for them in the form of £50-worth of game-type stuff.

Tips must be sent through the post – we won't accept them over the phone. And remember what type of machines we cover in the mag – no tips for C64 games, please.

Every tip we print wins a prize, so send them in now to: Tips, *Ultimate Future Games*, 30 Monmouth Street, Bath, Avon BA1 2BW.

▼ A mystical explosion engulfs the dungeon.

▼ Crikey! Hidden treasure, and it's mine!

Doom with swords?

King's Field is set to a-maze...

There was a time when *Dungeons and Dragons* was considered a pastime for nerds. Actually, it still is.

Sitting in darkened rooms, eating pizzas and discussing fifth level magicians and portable holes is a hobby for the deeply sad or the criminally insane.

But now, thanks to Sony, dungeon-related adventures are no longer sad. Quite the reverse, in fact, as *King's Field* on PlayStation clearly demonstrates. This time you get to enter the fantasy realm armed to the teeth with all manner of fabulous and magical weapons.

It's more arcadey than the likes of *Dungeon Master*. The task is as immense. You must save the world from the hidden master of evil. The only way to find him is to make your way through the twists and turns of a huge *King's Field*. Still, you've got to laugh, eh?

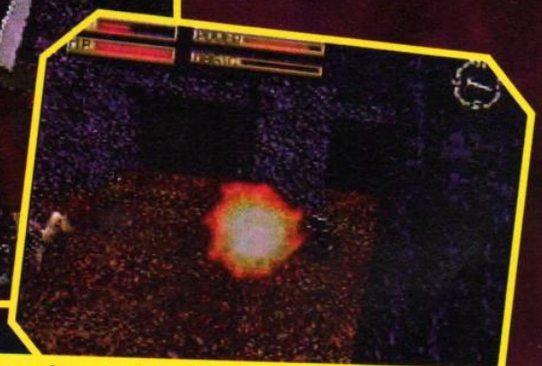
The graphics show off what the PlayStation is best at – brilliant 3D and impressive texture-mapping. Better still is the imposing orchestral soundtrack, all creepy with suitably creepy sound effects.

The game is pretty much complete as we speak, but by the time it's finished, it should set new standards for role playing games on consoles. Better than *Mana*? We'll see.

Machine.....PlayStation
Publisher....Sony
Developer...Sony
Style.....RPG
Release.....January
Status.....90% complete

▼ Arachnophobia ensues as the spiders attack from behind.

▲ Wait a minute, you're not fat bloke, you're an impostor!



▼ You loose off a ghostly bolt, for no apparent reason.

TOP CHEATS

Way of the Warrior. 300: Go to the start-up menu and access the names option. Target to Kull the Despoiler enter A CAVE IN 11 1970. For High Abbot enter J ROBIN JAN 6 1970. On the player selection screen go to the bottom past crimson glory to find the bosses. To access the psychedelic cave stage enter the code PARANOID MAY 5 1975.

Ultimate Oscars

This month's awards... for outstanding achievement in the games industry have been decided. And the results are...

Most played game in the office...
Ridge Racer

Beat-'em-up that really shouldn't have shown it's face the same month as *Virtua Fighter*...
Kasumi Ninja

The *Golden Girls* award for cloying sweetness...
Clockwork Knight

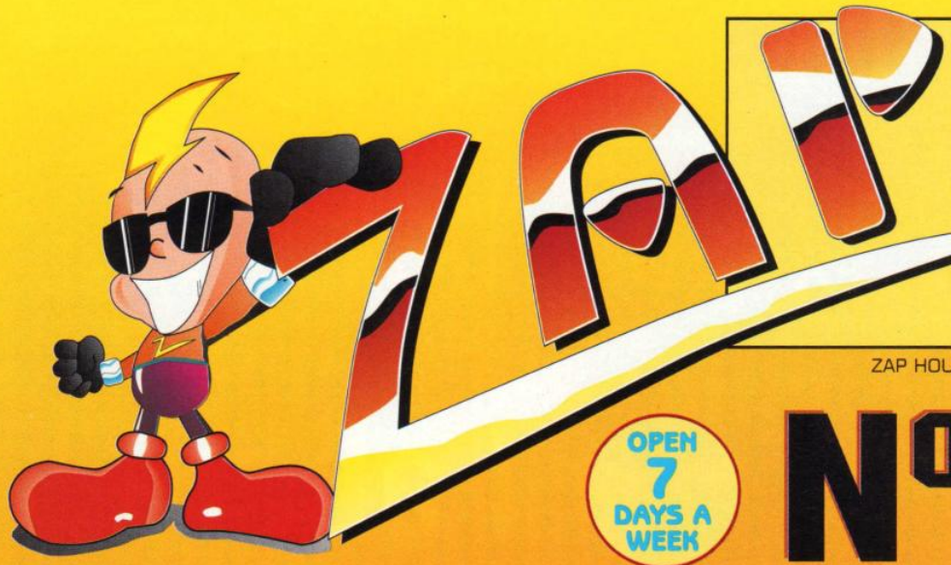
The 'That Could Have Been Done Better On An ST Eight Years Ago' award
Gale Racer

Special commendation for overcoming severe difficulties with the Jaguar joypad...
Sensible Soccer

Film that cannot possibly be made into a game that's any worse...
Stargate

Biggest gap between quality of TV ads and quality of game...
Rise of the Robots

.TRUE LINES...*Boogerman* has been slammed by The Polite Society, who reckon the game's star is, "anti-social" and "repugnant"...



ZAP COMPUTER GAMES
TECHNO HOUSE·LOW LANE·HORSFORTH
LEEDS LS18 4DF

MAIL ORDER SIZZLINGLY HOT LINE

0·5·3·2 5·9·0·0·7·7

LOW LOW PRICES – ALL THE LATEST GAMES & MACHINES – SUPER QUICK DELIVERY – NO SILLY MEMBERSHIP FEES REQUIRED TO BUY. OUR MOST FRIENDLY STAFF ARE WAITING FOR YOUR CALL.

ZAP HOURS: 9am–7pm Mon–Fri • 9am–5pm Sat. and Sun. FAX NO: 0532 586523

OPEN 7 DAYS A WEEK

Nº1 FOR SERVICE AND PRICE

THE NEED FOR SPEED (3DO)

SUPER STREET FIGHTER TURBO (3DO)

ORION OFF ROAD (3DO)

ALIENS vs PREDATOR (JAGUAR)

KASUMI NINJA (JAGUAR)

RAYMAN (JAGUAR)

FIFA SOCCER (3DO)

CLOCKWORK KNIGHT (SATURN)

PANZER DRAGOON (SATURN)

VIRTUA FIGHTERS (SATURN)

ROAD MOBILE (SATURN)

DAYTONA USA (SATURN)

HAUNTED MANSION (SATURN)

LET THE GOOD TIMES ROLL

PHILOSEMA (PLAY STATION)

RPG (PLAY STATION)

LABYRINTH (PLAY STATION)

POLLY POLLY CIRCUS GP (PLAY STATION)

TAIL OF THE GODS COMBAT (PLAY STATION)

RIDGE RACER (PLAY STATION)

PREPARE FOR A QUANTUM LEAP IN VIDEO GAMING TECHNOLOGY – THE SONY PLAY STATION AND SEGA SATURN ARE ON THEIR WAY – AND WILL BE AVAILABLE FROM ZAP COMPUTER GAMES THIS XMAS – CONTACT OUR HOTLINE NOW TO RESERVE YOUR MACHINE & SOFTWARE.

WE ALSO STOCK THE FULL RANGE OF 3DO, JAGUAR & NEO GEO CARTRIDGE + CD MACHINES. CONTACT ZAP NOW FOR ALL YOUR 32 BIT XMAS GOODIES!

FORGET THE PAST. THE FUTURE IS NOW

No cigars, no Bard, so what's Hamlet all about?

TOP CHEATS

Super Empire Strikes Back, SNES: If the force has failed you, send it back and get a replacement. What do you mean, you haven't got a receipt? Okay, then, try out this cheat instead. On the title screen press A, X, B, A, Y, X, B, A, A, X, B, Y and X to start at the Darth Vader stage.

Big metal things. That's what these next generation machines are all about. Big robots, big spaceships and big laser guns.

Hamlet has all of these. It also has a confusing title. Quite what Shakespeare had to do the PlayStation remains a mystery.

Hamlet is set on a rather spooky, echoing starship, apparently floating in the darkest reaches of space. Your mission is to find your way out, or kill some big geezer, or blow up the spaceship. We're not really sure.

What we are sure about, though, is that you have to move around a huge three dimensional environment, using just about every button the PlayStation pad has to offer.

The creepy music, convincing movement and feeling of tension add up to a very attractive game. Though the version featured here has a lot of Japanese text, it's not insurmountable and a bit of effort should see you through.

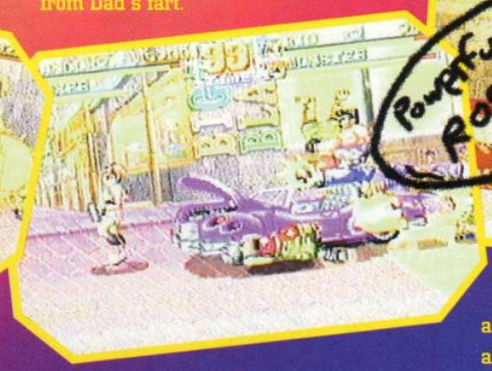
◀ Here we have the main bedroom, with fitted warning signs.

All in all, this is one of the better-looking of the early PlayStation releases, and hopefully we'll be able to bring you a full review next month.

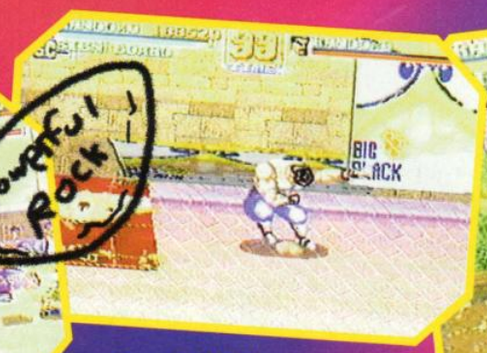
Machine.....PlayStation
Publisher....Panther Develpment
Developer...Panther Develpment
Style.....Adventure blaster
Release.....January '95
Status.....90% complete

TRUE LINES... A new, annual £250 tax on non-cash prize arcade machines (including video games) could mean higher prices-per-play

▶ Boom! Big explosions, big sprites and big families. It's like the Waltons, on steroids, and other drugs as well.



▼ Daughter walks away in disgust from Dad's fart.



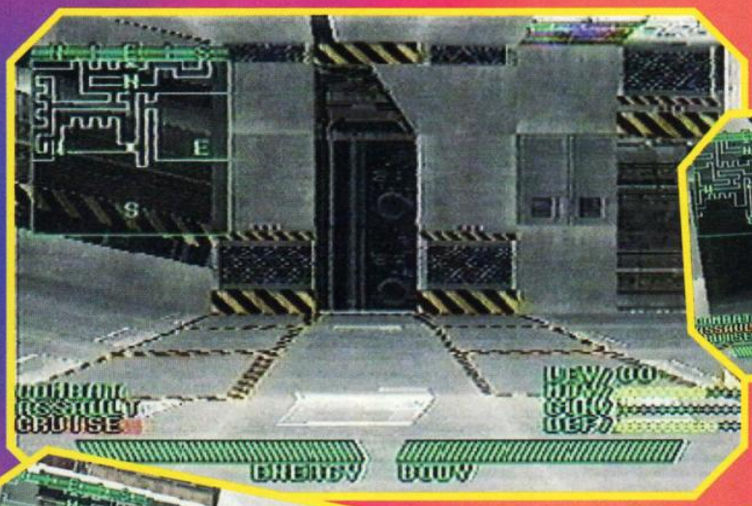
▲ Pop is doubled up in agony. The perils of bitter and crisps are here for all to see.

As mad as a small Welsh village

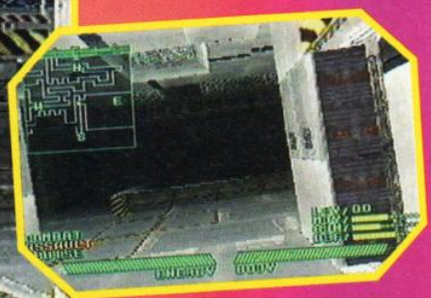
◀ Family outings are more scarier than *Grange Hill* field trips.

◀ When Ma and Pa have an argument, the household crockery becomes lethal.

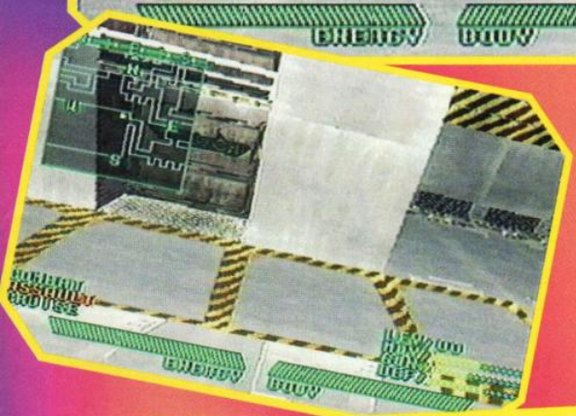
Powerful



◀ The vast main bedroom is this ship's main selling point.



▲ The integral garage will house up to three shuttles leaving room for a pool table.



◀ The second bathroom could do with some attention.

▶ There's plenty of room in the airing cupboard for large robots.

(£4 for *Ridge Racer*, anyone?) and fewer machines in arcades...We reckon there should be a Tory backbench revolt about this!....

▲ Blimey, all I did was punch a wooden park bench and then everything went bonkers.

Family is here to freak you out

Hmm. I'm scared. The Japanese have scared me up pretty good. As a matter of fact, this time they've gone too far.

The PlayStation's first *Double Dragon* clone is here, and it's called *Powerful Family*. That fact is scary enough, but scarier still is the knowledge that the game does, in fact, feature a powerful family.

Each family member has his or her own special range of domestic combat moves. Sis has a pretty stunning electric fireball move, while Dad can destroy entire fleets of cars using only his bottom. Not bad! Mum can loose off gigantic smart bombs. What you have here is a truly Nuclear Family.

The graphics may look a bit rough in the screenshots, but what you can't see is how smooth it all moves, and the odd PlayStation special effect thrown in for good measure.

This isn't going to cause much of a stir, but it's nice to see the PlayStation will have iffy *Double Dragon* clones too. I wonder what people see in 'em?

Machine.....PlayStation
Publisher....Sony
Developer...Sony
Style.....Beat-'em-up
Release.....January '95
Status.....90% complete

What are you like?

That's what we'd like to know. Not that we're nosy or anything. We're not going to ask the size your girlfriend's bra or anything.

Nah, we just want to know a few things that we reckon we can take into account when we produce the magazine. Hopefully, by knowing you lot a bit better we can make the magazine even better... even more full of what you want.

And, as always, there's a bribe. We'll stick all the replies we get to this survey in some large receptacle and then pull one out. And then we'll give a free years' subscription to *UFG* to the person whose name is on that entry.

So, just answer the few questions below, then tear out, cut out or photocopy this form and send it to: We know where you live, *Ultimate Future Games*, 30 Monmouth Street, Bath, Avon BA1 2BW, to arrive here by Wednesday March 1st.

NAME: _____

AGE: _____

ADDRESS: _____

CONSOLES/COMPUTERS OWNED:

CONSOLES/COMPUTERS YOU INTEND TO BUY IN THE NEXT YEAR: _____

WHAT DO YOU LIKE BEST ABOUT *UFG*?

WHAT DO YOU LIKE LEAST ABOUT *UFG*?

WHAT TIME IS LOVE? _____

...TRUE LINES... Rumours abound that LucasArts have already started work on the superb *Dark Forces* for the Saturn and the PlayStation...

◀ "'Scuse me, mate. Have you got a light? Hang on, aren't you famous?"

▶ The Kirov Ballet's attempt at modern dance was met by derision from the critics.

Super NES just keeps on going, but will Fighting Polygon rock Saturn's Virtua Fighter?

▼ "Come down here and fight like a man, ya cowardly dog."

◀ Okay, so it's not quite *Virtua Fighter*, but this is a SNES for gawd's sake. Whatcha want?

Hello there lovely ladies, my name is *Fighting Polygon* and I'm the next big Super FX game for the Super NES.

As you can see from my lantern jaw and craggy good looks, I'm more than a bit like *Virtua Fighter*. Difference is, you don't need a 32-bit super console to play me. Not bad, eh?

Argonaut Software, the people who brought you *Starfox* and *Stunt Race FX*, have been slaving over me for ages, trying to get the character movement just right. Considering I'm running on a 16-bit machine (albeit with the help of the FX chip), I look pretty bleedin' slick.

I play pretty well too, as *Ultimate* found out at the recent Shoshinkai show in Japan. A bit of Mode Seven trickery also ensures that my backgrounds look just as realistic as the polygon foreground. Special moves, hidden characters, smart gameplay, I've got the lot.

You ladies would be mad to miss me when I turn up early next year, especially since Nintendo will be marketing me in their usual blaze of publicity. I'm gorgeous me, and I just know you fancy me loads.

Machine	SNES
Publisher	Nintendo
Developer	Argonaut
Style	3D beat-'em-up
Release	TBA
Status	50% complete

TOP CHEATS

Urban Strike. Mega Drive: Finished the game and wanna see some more action? Or maybe you just fancy a bit of a break down South America way? Whatever the case, we have the solution. Go to the passcode option and enter 9NHLCBW6SYL. You will now go to a secret mission in Mexico. Buenos Dias.

▲ "Why am I Mr Pink? I wanna be Mr Black."

▲ "Run away from the bad wolf/cat thing."

Ultimate UPDATE

You want real arcade...

... perfection in the home? Well, at the beginning of '95, Capcom are releasing the *Street Fighter 2 Turbo* arcade board in Japan for approximately £250.

You won't be able to play anything else using it, though, so you'd better be mad for all things *Street Fighter 2* if you're thinking of getting it.

It's impossibly unrealistic that it'll ever be launched in this country, though. We're not that mad. Are we?

The *SSF2 Turbo* arcade board: Japan beckons.

CANNON FODDER

"DON'T WAIT 'TIL YOU SEE THE WHITES OF THEIR EYES...
DON'T KID YOURSELF IT WILL BE OVER BY CHRISTMAS...
DON'T TRY TO SHUT OUT THE SCREAMS...
AND DON'T FORGET TO WASH YOUR HANDS AFTERWARDS..."

"MEGA DRIVE SHOOT-'EM-DOWN OF THE YEAR" SEGA POWER 91%

"NIGH ON PERFECT" TOTAL 93%

"CANNON FODDER IS COMPLETELY EXCELLENT" SEGA MAGAZINE 92%

Virgin

Sensible SOFTWARE

AVAILABLE ON MEGA DRIVE & SUPER NINTENDO ENTERTAINMENT SYSTEM

VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LIMITED
338A LADBROKE GROVE, LONDON W10 5AH
©1993 SENSIBLE SOFTWARE © 1993 VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LIMITED.
VIRGIN IS A REGISTERED TRADEMARK OF VIRGIN ENTERPRISES LIMITED. ALL RIGHTS RESERVED.

TOP CHEATS

Stunt Race FX, SNES: There's more to this game than meets the eye. While playing the game enter the long shot view and then pause. Press select, X, Y, R, X, X, Y, L and R and then hold Select and press Start. You'll now be in the bonus round view. To return to normal press Select twice.

Flung far into the future it's Aircars

Driving's never been so explosive

◀ Er... yes... well. Look, this is a very early version. But it does look distressingly green at the moment. And featureless. Hmmm...

◀ Hopefully, by the time the game comes out, the in-game graphics will look a bit more like this option screen.

Machine.....Jaguar
Publisher....Telegames
Developer...Midnite Ent
Style.....Shoot-'em-up
Release.....February '95
Status.....70% complete

Um, this doesn't appear to be exactly pushing the Jaguar to its limits, quite, but... erm, appearances can be deceptive.

It seems to be one of those easy-to-get-into games that lurks behind a frighteningly complex storyline (you know, WWIII destroys the world, scientists form corporation, corporation tries to reshape society, you're sent out to destroy the corporation... blah, blah, blah).

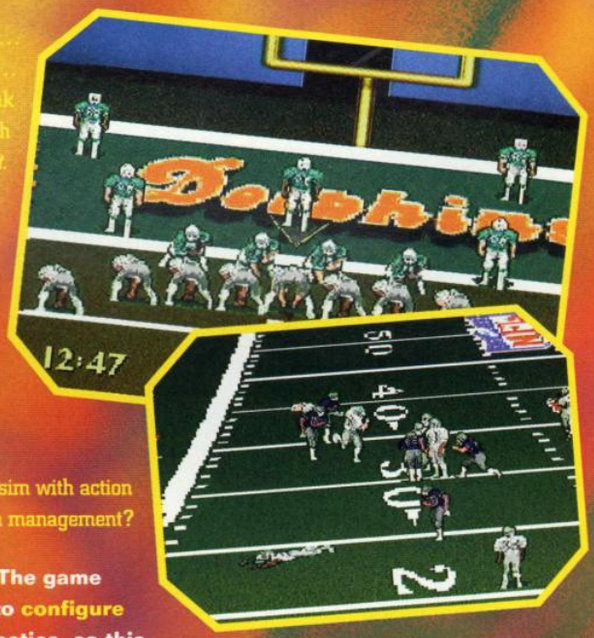
Which basically means you fly around, shooting buildings and things, and head for transporters to the next level.

We have to admit that the distinctly rough version we got to see hardly set our pulses racing but hopefully the promised HUD (Head-Up Display), shaded polygons and other bits of presentation polishing should make this into an interesting 3D blaster.

There's a challenger to the throne – Troy Aikman NFL Football

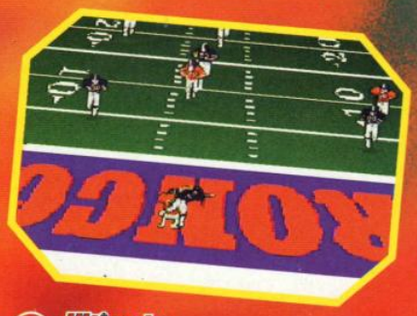
But will Madden lose his crown?

▶ 33...48...97... 42... 111... 876... 9021... er, I think we should watch more *Sesame Street*.



▶ A management sim with action or a sports sim with management?

More of a strategy-cum-simulation brunch than a true slap-up American footy feast, *Troy Aikman* is the Jag's answer to the 3DO's wonderful *Madden*.



◀ But how many people outside the US have heard of this Aikman bloke?

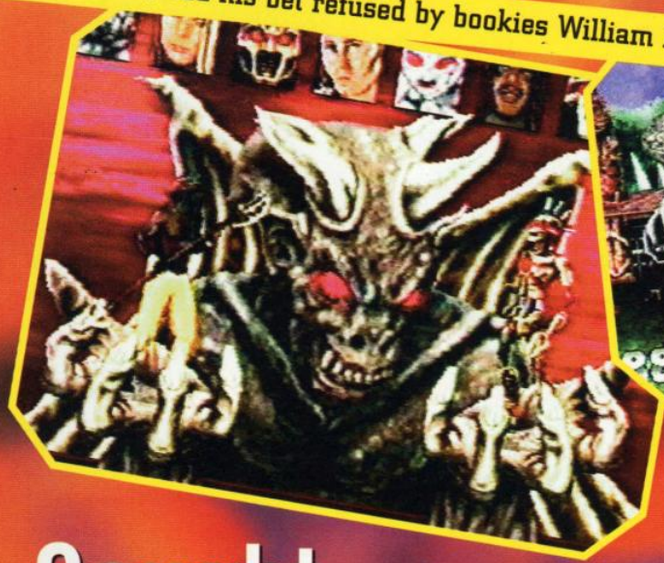
It has to be said that the graphics are none too special at this stage, particularly when you consider the much-touted graphics power of the hardware. But the essence of any American football game has to be the degree of tactical play it allows, and the ease of putting those plays into practice.

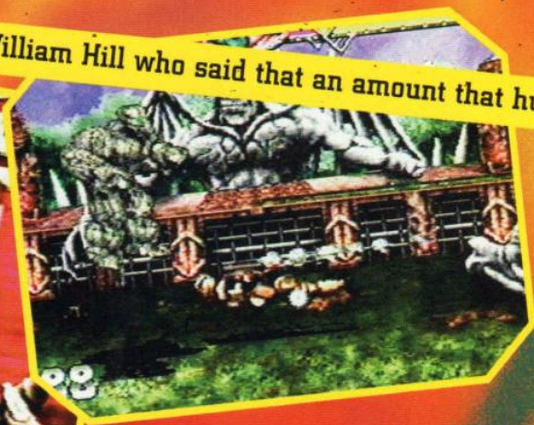
Troy Aikman follows the same method as *Madden*, with a selection screen offering the choice of plays. The game also allows you to configure your own team tactics, so this should have enough depth for the most fanatical of NFL fans.

There's an option to play the normal game, or to coach, but in either mode there's a degree of management. Let's hope the game's presentation is brought into line with the depth there seems to be in the gameplay.

Machine....Jaguar
Publisher....Atari
Developer...Williams Brothers
Style.....Sport sim
Release.....February '95
Status.....75% complete

number one, had his bet refused by bookies William Hill who said that an amount that huge wasn't really in the spirit of things...





◄▲ This stone demon-type chap is the bloke in charge of all the beat-'em-up tomfoolery in *Ultra Vortex*. He even appears in one of the backgrounds, watching all the frothy fun.

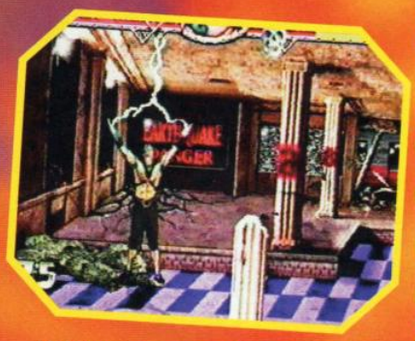
Caught up in a spin and you *Ultra* can't give in? *Vortex* should knock some sense into ya

Deep in Atari beat-'em-up land, something painful is brewing. And it ain't indigestion. *Ultra Vortex*, you see, is a violence-stuffed spring roll of prime beat.

In style it's similar to *Kasumi Ninja*, but sniff hard and you'll find a *Mortal Kombat* aroma lingering beneath.

The lavish, highly-detailed backdrops are more impressive than any found on the recent crop of beat-'em-ups, and there are some really spooky characters (a man crafted from stone, a bright white ice-bloke, that sort of thing).

The fighters are of the 'digitised real people' variety, each with their own weapons or special attacks. The character selection screen is also the best we've seen lately, featuring a huge stone demon. Looking fine. Looking damn fine.



▲ *Ultimate* loves one line captions...

Machine	Jaguar
Publisher	Atari
Developer	Atari
Style	Beat-'em-up
Release	February '95
Status	75% complete

▲ The backgrounds are particularly fine in this game. Let's hope these are matched by some fine playability...

Ultimate UPDATE

3DO finally takes off...

...The good news for Trip Hawkins and his investors is that 3DO (once cruelly dubbed 3-Doh!) is now rocketing through the stores in Japan. Much of this success can be attributed to decent software support from Japanese publishers, and more importantly, a sterling conversion of *Super Street Fighter 2 X*.

The Capcom conversion has gone straight to number one in the Japanese multi-format video games chart, overtaking Super NES and PC Engine games by quite a margin. This success is even more impressive at the notoriously healthy gift-giving period of December.

If 3DO can repeat this success in America and Europe, then things might not be so easy for Sega and Sony this year. Whatever happens, it means that 3DO owners can look forward to high-profile, high quality support.

Super Street Fighter 2 X on the 3DO and at number one in the Japanese games chart.

Forget Ridge Racer...

because *Sega Rally Championship 1995* is sweeping the arcades in Japan. If you think it looks familiar it's not surprising, since it was programmed using *Daytona*'s board.

It's certainly a faithful recreation of the powersliding sport itself, allowing you to do such things as power around corners on opposite lock. So you can be sure you'll be making an idiot of yourself leaning all over the machine when it arrives in the UK. We'll be exceedingly good and bring you a full preview in Arcade Section next month.

How long before *Sega Rally* turns up on the Saturn, then?

On sale January 19

19

AND AL

The ONLY guide to this year's games and machines

PLUS!!

Ridge Racer -Playstation
Shadow Fighter -Amiga
Nintendo's Unirally and Wario Blast
Sega's Rystar and 32X releases
and our regular MK3 Kolumn by Ed Boon

FREE DOUBLE SIDED POSTER!

95

LL THAT

GAMES MASTER

STILL ONLY £2.25

...TRUE LINES... The world's first *Star Trek* museum, featuring the Sega *Star Trek* Generations arcade game to tie in with the new film,

Burn Out

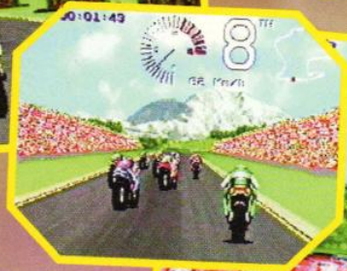
▼ Smell my burning rubber you leather-arsed, shiny-helmeted freak. Or something like that anyway.

Burn off, more like. This motor-cum-cycle game is slicker than a slug on black ice and faster than an eel through submerged sheets of egg pasta. Even at this early stage.

What you've got is a good, old-fashioned racing game, reminiscent of the *Suzuka 8-Hours* coin-op. Hump it down the straights, lean into those sweeping corners and inject a bit of admiral effort to get to the head of the field.

There isn't that much track-side scenery at present, which may explain why it's so smooth. A bit of that collision detection stuff is patiently waiting to be included as well, so there's still a bit of work to be done before *Burn Out's* in a polished enough state for us to review it.

▲ Real men ride bikes. All the time.



► These are very early shots of *Burn Out*. So early, in fact, that we could be accused of being a bit premature. But we'd probably take offence if you did.

Machine	Jaguar
Publisher	Atari
Developer	Atari
Style	Go on, guess
Release	Early '95
Status	50% complete

Hover Strike

▼ The bottom shot is taken from the travelling bits. I'd just thought I'd let you know.

▼ We apologise for the lack of interest in these screenshots, but again, these are very early

Cor lumey, strike a light. Sorry. Yes, be prepared to enter a world stranger than you have ever imagined, unless you've ever dreamt about futuristic hovercraft-based shoot-'em-ups.

Hover Strike pitches you behind the control panel of an armed hovercraft which skims over alien terrain launching missiles at all manner of walking, driving and flying machinery.

The lighting effects when you fire off a shot down a polygon valley really help give the environment depth. This is real sweaty, claustrophobic cockpit control stuff.

And there are some explosions as well. As there should be in every video game as far as we're concerned. Including American footie sims.

◄ Nice cockpit console. Note the greyness of the upholstery.

Machine	Jaguar
Publisher	Atari
Developer	Atari
Style	Shoot-'em-up
Release	Early '95
Status	80% complete

TOP CHEATS

Checkered Flag. Jaguar: Go to the options screen and highlight the weather selecting icon. Now press 8, 4, 7 and 3 on the numeric pad to get an extra mode – you will now be driving around a track in the dead of night. Gosh, that'll make all the difference to the gameplay, won't it?

will open in Edinburgh in February.....

Separated at birth

Strange but true! *Earthworm Jim* was inspired by Hugh Laurie's mould-breaking portrayal of Bertie Wooster. Er, perhaps... Look at those stiff lower lips. Look at those raised eyebrows, Uncanny coincidence, isn't it?

▲ ▶ Dark and moody backgrounds. We here at *Ultimate* love them to bits.

Eyes do not deceive. The colours, shapes and shades they absorb are sent, via a collection of intricate nerve endings, to the brain. But the buggers sure had us fooled when we saw *Fight for Life*.

Yep, it's the Jag's polygon-shifting punch fest that comes smelling more than a passing whiff like *Virtua Fighter*. There's even a kickboxing starlette.

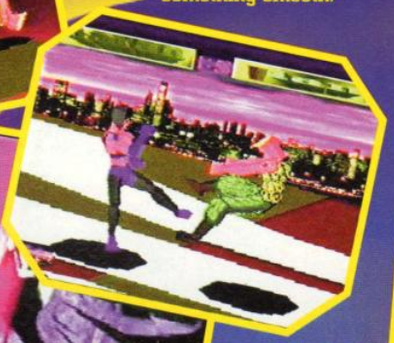
Other combatants include an army gent with spiky blond hair (hang on...), a streetwise Ray Ban-wearing thug and a brick-fisted boxer-type.

Although the polygons are a bit thin on the ground (as well as fighters) at present, the action is still impressively fluid, with the 'camera' panning in and out like a true *ITN Big Fight* steadicam. The on-screen action is lovingly repeated in a little box at the bottom of the screen.

This could be the Jag beat-'em-up worth waiting for, but *Virtua Fighter* comparisons are likely to be flying thick and fast.

Machine	Jaguar
Publisher	Atari
Developer	Atari
Style	Beat-'em-up
Release	TBA
Status	75% complete

◀ Even at this rough stage, the animation is shaping up to be something smooth.



◀ ▲ We don't often print title screens in *Ultimate*, but here we'll make an exception. Don't know why...

Blocks almighty! It's a real *Fight for Life* on the software-hungry Jaguar

TRUE LINES... The 32X has been launched in Japan and is being called the Super 32X. Sales have been very slow, even considering the Mega Drive's small user base in

Ultimate Arcade

Virtua F

As good as it gets?

Aaaaaack! I've had enough. After a year or so of mediocre 16-bit games, duff arcade titles and a complete lack of innovation, the gaming universe has finally exploded. *Virtua Fighter 2* is here and it's quite possibly the best thing ever. Look, I know I say that a lot, but really, I mean it. *Virtua Fighter 2* is fab.

Not only are the graphics better than the original *Virtua Fighter*, they're actually better than *Daytona USA*, which is no mean feat. The look of video games is finally approaching a photographic quality. *VF2* looks so three dimensional when it plays, you won't believe it. That's if you can fight past the crowds to see it.

▲ Jacky's still in fine form, as we can see above. And just take a long, lingering look at those backgrounds. The way them move is just awesome.

Get down to your local arcade now if you want to experience the best beat-'em-up £1 can get you at the moment. Failing that, sit back, lie back and chill with this month's review of *Virtua Fighter 2*. Welcome, my friends, to the glory that is Arcade...

Cruis'n USA

If you want to try out some new cars on arcade *Cruis'n USA*, try the following trick – hold down all the view buttons and then select one of the four cars. Instead of the one you picked, you will start the game with either a bus, a jeep, a tricycle or special mystery car. Each goes superfast, but they all have distinct handling difficulties.

ighter 2

▼ Jeffry's arse leap is also retained in full-on glory.

There are **new characters**, new moves, including the **Drunken Master**, some old bloke who uses a technique called 'Nine Drunken fairies'. All the old characters have been **overhauled and improved**, and the result is that the game has a **much better balance**. Lau is still tops, though, and Akira still has those **incredible punches**. Oh yeah, and the backgrounds are the **lushest** we've ever seen.

Sega's AM2 department, the programmers behind *VF2*, has to be the most **innovative and technically brilliant** design team in the world. If they were girls, I'd **snog** 'em.

Ultimately Unlimited 95%

+ The best combat game of all
− At least a quid a go

Bubble Symphony

◀ Convincing the punters to part with their hard-earned yen in Japanese arcades at the moment is the latest game in the almost legendary *Bubble* series.

▶ *Bubble Bobble* this may be, but with superb graphics, better power-ups and different screens (obviously). Aaah, it takes us all back...

Ultimate Future Games Preview: Speed King

▶ *Speed King* – the top racer from Konami.

▲ Rather than cars, you get to race hovering above the track.

▼ We'll bring you a full review as soon as is *Ultimately* possible.

Feedback and Ultima

Actions speak louder than words, but the neighbours have just been round to complain, so let's stick to some nice, quiet letters, okay?

Jaggedy bits

I have recently been weighing up the pros and cons of buying an Atari Jaguar. My friends inform me that it's not really 64-bit, and that it barely has any games lined up for it. Now I'm no whizzkid (just a 14-year-old sex god), but why does it say '64-bit' on the box if it isn't? Now, basically what I need to know is, is the Jaguar pants? Should I wait for the PlayStation and other ninja, tai chi, karate chop consoles to be released?

Matthew Owen, Croxley Green, Hertfordshire

"I was thinking, and then when my mind came back after thinking I discovered this: How about a 108-bit computer or even a 216-bit?" Stephen Doyle, Greenford

The Jaguar does not contain a 64-bit processor, and the '64-bit' business relates to the way it deals with graphics. Just clever advertising really. The Jag is good, the games are getting better but technically, it's a long way behind the next generation of machines. Mind you, at least it's easily available. U

▲ Well, is the Jag a 64-bit machine or isn't it? We reveal all... sort of.

Driving passion

I've got a passion for driving games and have a copy of *Indy Car* on my PC. Although my PC is better for games than my dated SNES, games such as *Indy Car* and *TFX* have graphics slowdowns owing to an outdated processor.

As consoles aren't out of date the next day, I am going to invest in a new 'Super Console', either the PlayStation or Saturn, for two reasons: *Daytona USA* and *Ridge Racer*. Can you help me make my final choice? Which of these two games is better? And what are the UK release dates for the consoles?

Simon Dodman, Kettering, Northants

"The use of staples is a very bad way to hold a mag together." Chris Clarke, Clevedon, Avon. The poster section wouldn't work without 'em. U

Both Saturn and PlayStation have great driving games lined up. On

Questions, questions...

1 Will the Sony PlayStation be able to play audio CDs?
2 Will *Tale of the Gods of Combat* on the PlayStation be better than *Virtua Fighter* on the Saturn?
3 Is *Ridge Racer* better than *Daytona Racing*?
4 How does the sound on the Saturn compare to the sound on the PlayStation?
5 I read that the PlayStation comes with about three or four games. Is this true and if so what are the games?
6 How much did you pay for your PlayStation?

Anonymous, anonymousville

Ultimate Letter

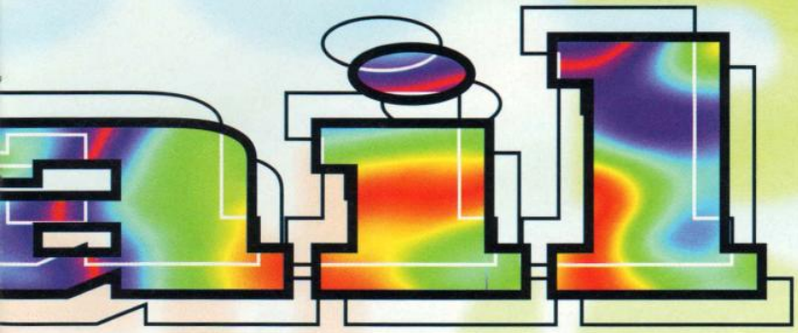
1 Yes, very well too. It helps if you have an amplifier, though.
2 It will look better – gameplay is unknown at this point, though.
3 Hmm. They're both good, but *Daytona* has more variety. *Ridge Racer* is smoother at present, but this could change before the release of *Daytona* next year.
4 There's actually not much between them. Sony's own chip is comparable to the Yamaha unit on the Saturn, but both machines use CD soundtracks.
5 I'm afraid it isn't true.
6 ¥36,000 (about £260 quid), because we went to Japan to get it. And it was worth the jet lag. U

Make contact

U-mail
Ultimate Future Games
30 Monmouth Street
Bath, Avon BA1 2BW

U-mail on E-mail:
foconnor@futurenet.co.uk

other white noise



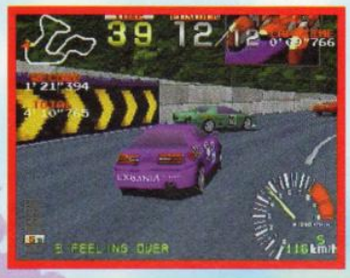
Something Amazing 2

The response to our Something Amazing competition was, well, amazing. And we had such a laugh opening some of the stuff, it's a shame it had to come to an end.

That's why we're resurrecting it. Each month we're going to select the most amazing thing we've been sent that issue, and reward the sender with a mystery prize (ie, something we've got lying around the office). Remember, your amazing things must have cost under a quid and can't be something we wouldn't want to touch. And no live bullets! Send your things to the usual U-Mail address.

This, apparently, is not a piece of foil, but part of an alien space ship. Yeah, sure. No prizes there...

the Saturn, there's Daytona USA and *Gale Racer*, while the PlayStation has *Motor Toon* and *Ridge Racer*. Which is best? Hard to say. We've played *Ridge Racer* and it's fab. Dunno what to tell you at this point since we haven't seen actually a finished *Daytona*. U



▲ *Ridge Racer* – really like having an arcade game in your home.

That hertz

This is my first letter to a computer mag, so I would be very grateful if you would answer. In Issue one, Neil Vietch wrote in and asked about the speed at which the Ultra 64 would be running. Your reply was 100MHz.

I then looked in the techie bits of the PlayStation and Saturn features, which said they run at 33 and 27MHz respectively. Does this mean that the 64 will be able to play any specific game at least twice as fast as the other two consoles? Also, do you think Nintendo will do the right thing and ever release *Zelda 5*, *Pilotwings 2*, *F Zero 2* and *Mario Kart 2*?

D. Smith, Dudley, West Midlands

The processor on the Ultra 64 will be hard as nails, running much faster than the Saturn and PlayStation. Normally the numbers don't mean as much as you think, but this time they're important. So yes, some games will be incredibly fast.

Pilotwings and *Mario Kart* are all possibilities. *Zelda*, however, is almost definite. U

"The game players always want bigger and better games. We always want more out of games always better than what we've got." Richard Crawford, Winsford, Cheshire

Er, sorry? U

4DO?

I have just bought a 3DO and I've been hearing things about an add-on. What does it do? How much will it cost? Will there be games just for the add-on? When will it be available?

PS Your mag is wicked.

Robert Davey, Colchester, Essex

The add-on is currently called M2. It's a 64-bit Power PC chip with all kinds of nice knobs on. Games for 3DO will take some advantage of it, but, more importantly, games will be written purely for the add-on. It should be available next Autumn. U

X-files

I was quite puzzled when I saw your Mega 32X update in your first issue. You mentioned three games that you called 'Mega 32X CD games'. I'm sure the 32X is only a cart system. How can it play CD games?

Another thing – I was interested in was the update you had saying that Atari and Sega had a court battle, with Sega buying some Atari shares. You said that some Sega games would be featured on the Jag but didn't say if any Jag games would come out on Sega systems.

If there are any Atari games coming out on Sega systems, what on earth are they?

Craig Clark, Didcot, Oxon

▲ Squint a bit and it could be a Saturn.

"I like platformers, racing sims and beat-'em-ups, so with this in mind, which would be the best console for me?" Ian Richardson, Bromsgrove

Right, get a Mega CD, plug a Mega Drive on top of it. Now, get a Mega 32X and stick it in the Mega Drive. Now you can run Mega 32X CD games. Ta-daa! There are no details about cross-over games yet. U

Time paradox

In issue one you said that the Saturn would be out by Christmas, so I phoned my local computer shop who said it'd be out Christmas next year! Is this true?

Does the Mega 32X have the same contrast and clearness as the Saturn? When you previewed *Virtua Racing* on the Mega 32X, the picture wasn't at all clear, but *Virtua Fighter* on the Saturn was extremely clear. Also, can the Mega 32X generate the same amount of pixels on screen as the Saturn? The more pixels, the clearer the screen, right?

John Biscomb, Barking, Essex

The Saturn will be available on IMPORT this Christmas, officially next Christmas.

I think by clearness you mean resolution. The more powerful the machine (generally) the higher and better the resolution. The Mega 32X and the Saturn share similar graphic modes, but the Saturn has better colour handling, can generate more pixels on screen and move them around faster too. Hope that helps. U

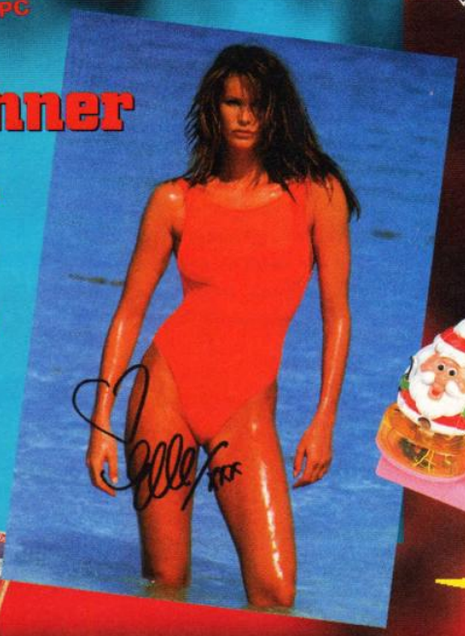
Competition results

Something Amazing

Prize: Pentium© processor-based PC

Winner

This is truly amazing. An autographed Ella McPherson photo. This almost dragged Frank away from *Ridge Racer*. It did drag the rest of us away. A goddess. A right fit one at that. So a Pentium© based PC goes to Lewis Reynolds from Cheltenham. And name checks for the runners-up.



Ultraman is huge in Japan. And he will be huge over here, despite the rubbish game (see page107). But Michael Ward of Barnsley has already got hold of a doll that looks strangely like a Power Ranger, and he sent it to us. Ain't that sweet?

This little item, purchased by G Deverall (Mr) in Maidenhead at a car boot sale for 75p has probably got some black magic curse on it and the whole *Ultimate* team will be struck down with some weirdo freaky disease. Ooo-er.

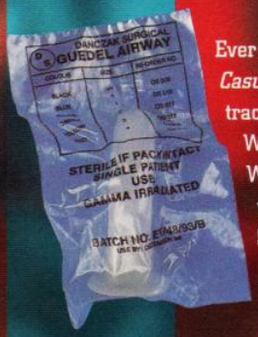
Not the winner

It spins, it plays *White Christmas* and it comes from Gary Turner of Kettering.

Co

(t coll

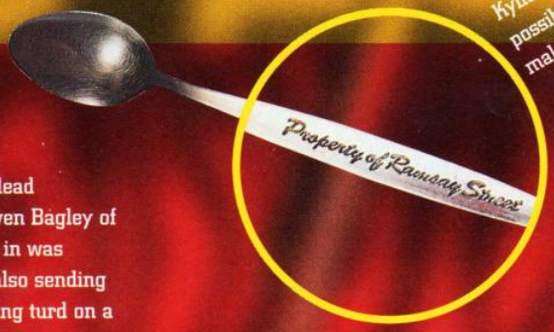
resu



Ever seen that episode of *Casualty* where they perform a tracheotomy on a mountain? Well, this is what they used. Well not this one. We wouldn't touch a used on. Sent in by SR Perks in Sarn.

The panel was split over whether this disgusting artefact should be included. It's certainly realistic. And for that fact alone, Chris Manners of Cambridge gets a mention.

There's probably a story behind this Ramsey Street spoon, but we haven't got a clue what it is. Has it been in Kylie's mouth? The sheer possibility, though unlikely, makes it amazing.

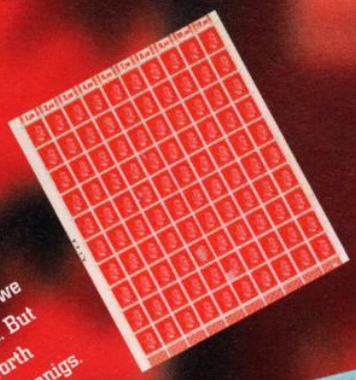


No, not the real thing, but a weirdy thing that always stares upwards, even when you roll it along the floor. Spook. Thanks Simon Law of Crediton.

Yeuch! It's a real-life dead scorpion. Actually, Steven Bagley of Redditch who sent this in was nearly disqualified for also sending in a definitely not-amazing turd on a key ring. Nearly, but not quite.

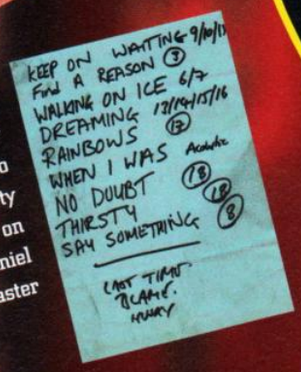
mpo ...you... ults!

A key ring that swears and *Dragon Ball Z* playing cards. They provided... oooh... minutes of pleasure.



We thought we were rich when we were sent these Hitler stamps. But apparently they'd only be worth something if they were 13 pfennigs.

On their own, River City People's set list or an invite to Andy Crane's Birthday party autograph are not amazing. But one on the other is. Sent in by Daniel Williams, Doncaster



Make Mine A PlayStation

And the winner is... Lee Mansfield, Cranleigh, Surrey.

Super Sly Guy

Prize: A 3DO

Here we have Professor Mixedgenderandahorse, a bloke who really look like he could take on Sly Stallone. And it comes from Lee Piper. Congrats.

Eagle Eyes

Prize: A game of the winner's choice

The answer to this one, as 98 per cent of you worked out, was Street Racer. And the winner is Richard Crawford of Winsford, Cheshire who wanted a copy of *Powers Kingdom*.

Billy Connolly's duvet

Prize: A game of the winner's choice

Robert Eatwell of Pretts Wood, Kent wins this 'provide the question' compo with... What have an amoeba, a strawberry pavlova, Zaphod Beeblebrox and the Starship Enterprise got in common? Look at least it didn't mention Pamela Stephenson or farting!

Did you win the PlayStation? Or the Pentium© processor-based PC? Or the game of your choice? here's where we reveal all, and narrowly avoid being arrested...*

A ZX81 – bought second hand for under a quid by Stephen Higgins in Sale. Cheating? Who cares?

She may be ancient, but she's still a living Goddess. Una Stubbs... plus her autograph from Jim Doherty, Darlington.

Stick a penny in, and the wheel spins... and spins... and spins... it seems to have discovered the secret of perpetual motion.

* Actually we almost did get arrested thanks to the person who sent us a live bullet through the post!

Clued up

Bluffer's Guide To... Sega

After last month's investigative insight into the world of Nintendo, we now present, surprise, surprise, essential Sega facts for beginners...

Sega - all Mega Drives and Saturns, isn't it?

Not quite. Sega's been involved in consoles since the mid '80s, when they launched the Master System to a surprised world.

Surprised because everyone was getting used to the idea of 16-bit computers and along comes this Japanese company with an 8-bit console that resembled a box of cheap chocolates and gave us infinite platform games.

That was the start and now we've got the Game Gear, Mega Drive, Mega 32X, Mega CD and Saturn.

Ah yes, the Mega CD. Bit crap, isn't it?

Sort of, but it's basically only a storage device. A couple of extra chips bump up the graphics, but it could be said that there aren't many class games. Actually, we will say it – there aren't many class games.

The Saturn – is it all it's cracked up to be?

Definitely. It holds its own very well against the PlayStation, and makes the Jaguar and CD32 look a tad silly.

Should see some decent games then?

Yep – the likes of *Virtua Racing*, *Virtua Fighter* and *Daytona USA* will be released when you finally get to play the machine next September. Top AM2 games, each and every one.

AM2? That name rings a bell...

Should do, just think of all those excellent 3D games from the arcades that look like they've been constructed from Lego in about 10 minutes. They're created by Sega's arcade division, AM2.

What about the black mushroom thing?

The 32X?

Yes. Could it be said that the 32X is a stop-gap made from all the chips Sega had left over from the Saturns to keep us Westerners happy while we're waiting for the Saturn?

Possibly, but that'd be a bit cruel. The 32X is a fair little machine – if overpriced at £170 without any software – which seems to be getting the backing from a lot of software companies.

Should I wait for the Saturn, though?

Up to you really. If you want to get your hands on something a bit better and can't be bothered to save up the £350 the Saturn will probably cost, you could do a lot worse.

So where did Sega spring from? Presumably some Japanese back street?

Nope. Sega's actually of American parentage, believe it or not, though it was born and brought up in the land of the rising yen. The company started out importing pinball machines into Okinawa to keep US Marines amused (well, it was better than letting them shoot each other which seems to be their favourite pastime).

This was during the Second World War. Shortly after the Americans went home, and the company was bought by Japanese entrepreneurs who realised that entertainment equals big bucks. And they were dead right. Weren't they?

So Sega doesn't mean anything in Japanese, then?

Not sure. But it does mean something unprintable in Italian.

Oh, go on...

Er, no. But it's something you do alone. With tissues handy.

What's best Sonic or Mario?

To be honest, Mario has the edge on gameplay and lifespan, but all the Sonic games are fun – if a bit easy.

Why a blue hedgehog?

Sega thought a fat, Italian, middle-aged plummer wasn't 'hip' enough, surprisingly. So they wanted a character that'd be more exciting and look a lot better on promotional material. The result – a hedgehog, an animal famous for its fleas and pizza-style deaths. Not that you'd be able to tell it was a hedgehog if you hadn't been told.

But why a blue hedgehog?

Sega will probably take the answer to that one to their graves. Not that we're saying they're on their way out... honest... oh, gawd, call the lawyers... quick!

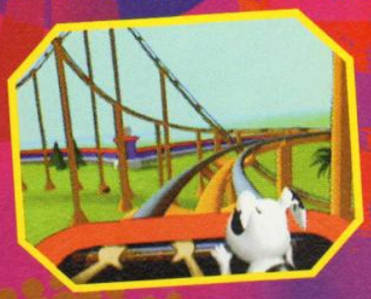
Charts

UK Cart Chart

1	FIFA Soccer '95	Electronic Arts
2	Donkey Kong Country	Nintendo
3	The Lion King	Virgin
4	Sonic and Knuckles	Sega
5	Mortal Kombat 2	Acclaim
6	Jungle Book	Virgin
7	Sonic the Hedgehog 2	Sega
8	Urban Strike	Electronic Arts
9	FIFA International Soccer	Ocean/Electronic Arts
10	Earthworm Jim	Virgin

▲ *Donkey Kong*'s doing swimmingly in both the UK and Japanese charts.

▼ *Theme Park* gets a new lease of life now it's out on the 3DO as well.



UK CD Chart

1	Rise of the Robots	Mirage
2	Rebel Assault	JVC/Marubeni
3	Burn Cycle	Philips
4	Mega Race	Mindscape
5	FIFA International Soccer	Electronic Arts
6	Theme Park	Electronic Arts
7	Doom 2	Virgin
8	Ecstatica	Psygnosis
9	Under a Killing Moon	US Gold
10	TFX	Ocean

Japanese Top Five

1	Super Donkey Kong	Nintendo
2	Kamatachi	Chunsoft
3	Virtua Fighter	Sega
4	Gokujo Parodius	Konami
5	Perfect 11	Konami

◀ Japan's favourite game by a big margin.

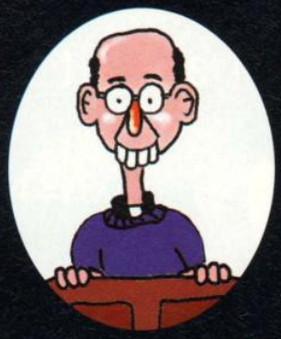
US Top Five

1	Donkey Kong Country	Nintendo
2	John Madden NFL Football '95 (MD)	EA
3	John Madden NFL Football '95 (SNES)	EA
4	NFL Football '95	Sega
5	FIFA Soccer	EA

Worst consoles

1	64GS	Commodore
2	GX4000	Amstrad
3	Amiga CD32	Commodore
4	Konix Multisystem	Konix
5	CDTV	Commodore

◀ The GX400 – a true dud of a console from Amstrad.



Reverend Pete's Pious Pulpit

Saints alive, St Nicholarse's cloisters have been verily swollen ever since 1994's culmination in its annals – yes, the arrival on this Earth of those tantalising boxes, the Saturn and the PlayStation.

Thanks to Mrs Knickerworthy, Lower Piddlefish's resident jet-setting horse breeder, glamorous granny and lingerie model, we had each of the machines available for raffling at the village fete not a month ago (something to do with an unpaid brassiere shoot in Tokyo, apparently).

You see I was in charge of the tinned fruit tombola at our recent Saturday jumble extravaganza when the machines appeared on the pasting table, as tickets 23 and 65 respectively.

Fortunately, I managed to locate the winning numbers for myself, and, blocking my ears to the cries of tearful children, I took them home to test out their purity.

Virtua Fighter? Titillating Filth, more like. The positions these characters get into are the essence of vulgarity. And there are fathers and daughters, brothers and sisters getting in on the action too. Yeuch.

Ridge Racer? Hot, smelly, oily... *Crime Crackers* – two girls and a dragon... *Tama* – a rather suggestive blue ball. Deary me.

Even so, the locals have been queuing up to play on my station. And at 50p a shot, my roof will be restored in no time. Ho ho ho.

PlayStation 3DO Saturn Jaguar SNES PC

Super

Next month you'll go soft in the head with a near-lethal dose of cuteness from Ultimate Future Games...

On the Saturn, wind-up toys go wild in **Clockwork Knight**.

On the PlayStation, in the wake of Ridge Racer fever, comes **Motor Toon Grand Prix** frenzy – the smoothest, cutest racing game ever.

On the 3DO comes **Gex**, a platform game that makes Sonic look like Sam the Slug.

On the Jaguar **Bubsy** and **Zool** make their long-awaited appearances. Plus, a sloppy skip-load of cuteness for the PC, 32X, Mega Drive, SNES and Neo Geo.

Mega Drive Neo Geo Mega 32X Arcade

Cute!

FREE!

A simply unmissable, massive wallchart featuring every new console and major games release this decade. Get ready for information overload. Don't miss out.

Ultimate

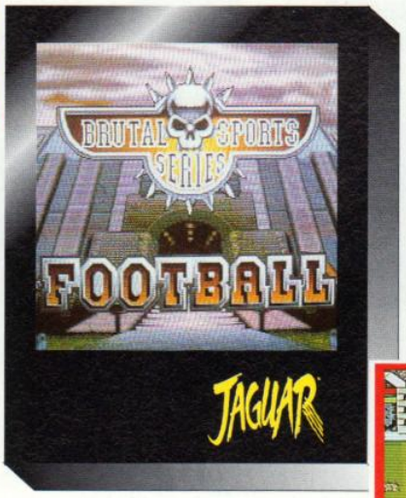
Future Games

Issue four on sale February 3th

Air Cars Drives in in February

JAGUAR ROARS IN WITH TELEGAMES

A fast, flowing sports game that after a few goes becomes compulsive to play
Gamesmaster
A real rough and tumble game with lots of action
Gamesworld
Gamesmaster 83%
Merc Rating 92%
The intense action doesn't stop until the very end
Electronic Gaming
It's effortlessly playable and great fun to boot
Gamesmaster



Brutal Sports Football is an all action, crunch 'em, no holds barred game of mutant football combat where heads will roll and injury time means just that. This product is for those gamers who are tired of the same old set of moves and rules. The new set of rules is simply – NO RULES. You just pick up the ball and run for your life, and hope you are not skewered (or worse) along the way. Get to the goaline – period – by any means possible, select from 11 different teams and five different control methods as you play Knock–Out, League or Unfriendly games.

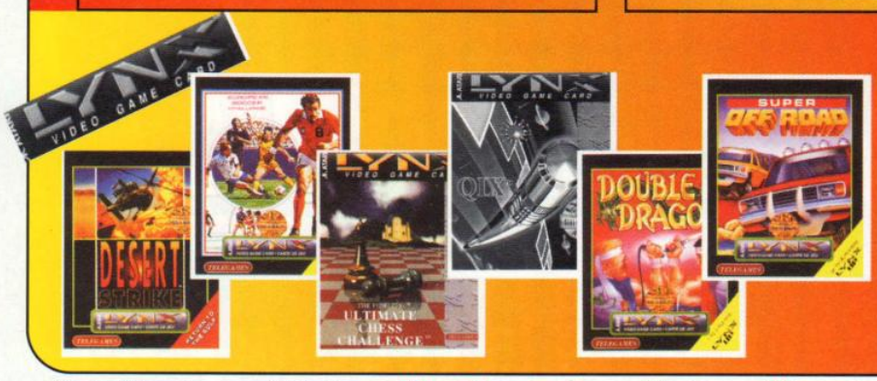
BRUTAL SPORTS FOOTBALL
ON SALE NOW
IT'S NOT FOOTBALL – IT'S NOT MORTAL
IT'S FAST ACTION 1 OR 2 PLAYER FUN

Coming December

LYNX II

£27·99
Games from £9·99

16 Bit Colour Hand Held Games Machine
plus lots of great games including...

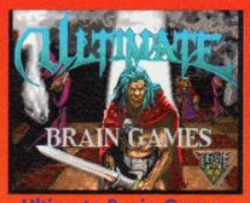


'Bubble Trouble'
The game is centred around a scientist called Travis. You are Travis, arriving in a world built of bubbles. Travis is luckily rescued by a friendly denizen of this bubble world, one of the rare free floating air bubbles. This is able to help him in a variety of ways. He can use it to protect him from the hostile environment. The only hope of survival is to find the right radioactive deposits that will allow Travis to go home again.
Travis can wander around a level freely to search for the deposits that will send him home. There are 5 sections where radioactive deposits can be found. Travis must traverse each level, looking for all the deposits before he can afford to waste the energy to jump to the next section. When all the deposits have been collected, the level fades away as Travis teleports into the unknown.

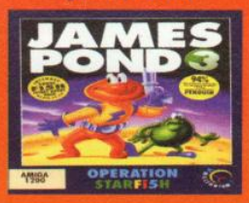
Most of the above available from – Chipps Computer Stores : Silica Shops : Microcentre : Raven Games : Intermediates : Bolton Computer Centre : Major Catalogues : All good game and computer stores.

TELEGAMES, WIGSTON, LEICESTER LE18 3TE ENGLAND
TELEPHONE (0116) 288 0445/ 281 3606. FAX (0116) 281 3437

PREVIEW PILE
JAGUAR



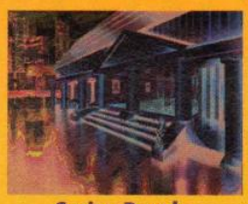
Ultimate Brain Games
Powerful multilevel chess, backgammon and checkers games (Mar 95)



Operation Starfish
Huge action-packed platform game (Mar 95)

Wild Cup Soccer
Who said soccer was complicated? (Apr 95)

World Class Cricket
1 or 2 player world class action (Mar 95)



Casino Royale
Loose your money at roulette, blackjack, poker. Spend hours playing bridge plus other games (Mar 95)

International Sensible Soccer
The first and one of the best soccer games for your Jag (Feb 95)

COMING SPRING
VIRTUOSO – THE GAME
POWERSLIDE – THE DRIVE
COMING SUMMER
VIRTUOSO – THE CD
THUNDERSTALKER – THE ACTION

Specials

50 **Hudson Soft**
Did someone say 10-player *Bomberman*? You'd better believe it, my son. *Ultimate* went to Tokyo to find out more.

52 **Virtual Boy**
So, the 3D version of the Game Boy has arrived. Question is – is it any good? And will you get a crick in the neck or a headache first?

63 **Saturn Vs PlayStation**
Ding, ding. Time's out. It's into the first of many rounds as the two heavyweight consoles slog it out.

68 **Victor Saturn**
There's not one, but two Saturns available – Sega's and JVC's. So, what's the difference? And what plans have JVC got for world domination?

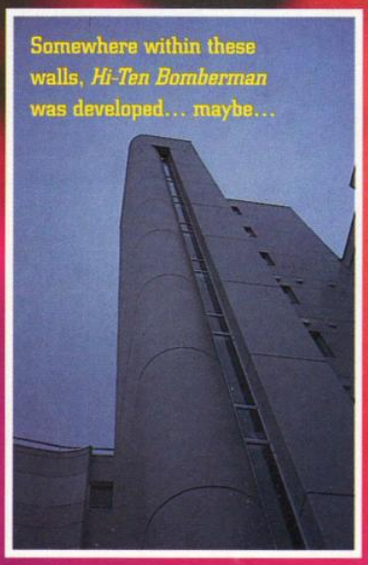
71 **New Year's Revelations**
We tell you what you should be spending your Christmas money on. Now, don't argue!

74 **Ultimate Hyper Vision**
Reviews of *Stargate* and *Time Cop* plus news and a *Star Trek Generations* preview.

Ultimate Section 2

Sapporo's Bombermen. Hudson prove they're not soft

Hudson Soft are famous for many things, but two of them stick out more than anything else – *Bomberman* and the PC Engine. But here's a little potted history of one of the most innovative companies in the business...



Somewhere within these walls, *Hi-Ten Bomberman* was developed... maybe...

Hudson's first game (in 1984) was actually *Lode Runner* for the 8-bit Famicom (NES) and it was a bit of a smash hit in Japan. Hudson followed it up with a number of big Famicom games, but possibly their best moment was *Star Force*, a cracking shoot-'em-up with (for the Famicom) fantastic metallic graphics and smart gameplay.

Bomberman, when it finally showed up, was not an immediate hit. The Japanese games press loved it, though, and eventually *Bomberman* built up a huge cult following. Hudson's other famous character was the amazing Master Higgins, out of *Adventure Island*.

Hudson Soft got to do an awful lot of Famicom software, no doubt coining it in during the process, but their technical expertise led them to tie up with NEC on a mysterious new project. That project turned out to be the (then) mighty PC Engine, at the time, the most powerful games machine on Earth. It was awesome.

Hudson then produced the first ever PC Engine game, called *Drunken Master*, a top-notch kung fu game with amazing graphics.

They also introduced the first game to feature farting, in the shape of *Chan and Chan*. This was based on a 'hilarious' Japanese TV series and featured poo, farts, peeing and lots more disgusting stuff.

The special moves included emitting a noxious brown fart cloud from one of the character's bottom.

▶ One of the team responsible for the *Bomberman* games demonstrates his fantastic creation for *Ultimate Future Games* – this is *Bomberman 3*.

◀ This is Hudson's HQ just outside Sapporo. In keeping with their bonkers image, it has a train and track on the roof, as well as a museum inside.

Hudson also produced the staggering *R-Type* conversion for the Engine, ensuring the success of NEC's machine like no other game could. To this day it still looks brilliant.

Bonk, or *PC Kid* as it was known in Japan, was their finest hour on PC Engine, and heralded the last of their Engine development. The PC Engine is now in a sad decline.

However, Hudson's involvement with NEC led to the development of a brand new 32-bit machine, the NEC PCFX.

This is an odd machine. The chances of it ever being released in the UK are nigh on zero. It's basically designed to play full-motion cartoon videos, with gameplay aspects bolted on.

The access time is so fast that the 'cartoons' actually respond as quickly as sprites, allowing a whole new genre of video games to emerge – true interactive cartoons.

We had a go at a game that looked like *Fist of the North Star* and played like *Street Fighter*. Joystick movements translate immediately into different cinematic sequences.

It's difficult to describe, but the game itself is staggering. The PCFX can produce polygons and sprites, but NEC plan to keep up the animation side as the flagship software.

Hudson's plans for the future are veiled in mystery, but they will be developing Saturn and PlayStation software, a couple more PC Engine games and weirdly enough, a Neo Geo fighting game. And another *Bomberman* game, but then you'd guessed that already.

Hi-Ten Bomberman

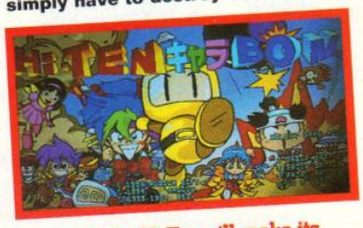
What's this? Possibly one of the best games ever made, and the chances are you'll never get to play it. *UFG* did, though, and crikey, we were impressed.

Hi-Ten Bomberman is (honestly) a 10-player version of *Bomberman* which can only be played on a high definition TV. It will probably never be released in the arcades and certainly not on a home format.

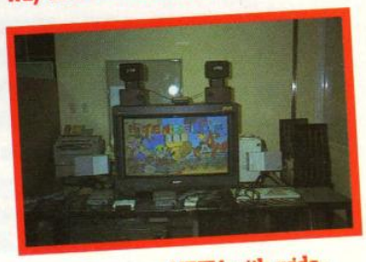
So why do it at all? Well, Hudson believe that *Bomberman* is an important mascot and wanted to give him the most outrageous treatment they could.

So, after a bit of tinkering with a couple of PC Engines and a 486 PC, they finally got *Hi-Ten Bomberman* up and running.

The game can be played in several modes, but the most fun is every man for himself. 10 players appear in separate areas of the screen and simply have to destroy each other as quickly as possible. The last player alive is the winner, it's as simple as that.



▲ Hopefully *Hi-Ten* will make its way into shows in Europe.

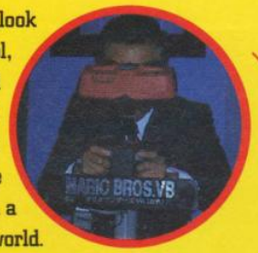


▲ *Hi-Ten* on an HDTV with wide-screen ratio – the business!

Hi-Ten has all the usual *Bomberman* power-ups, but scariest of all is the bomb-proof vest. If a player gets hold of it, just watch the other nine panic.

The good news is that Hudson do want to bring *Hi-Ten* to Europe, possibly demonstrating the game at big shows. As soon as we have some news, we'll let you know.

The Virtual Boy sits on a table top, and you simply lean over and peer into it. Dead casual and suave.



You may not look very cool, though, and you could get burgled while you're engrossed in a fantasy world.

He's obviously trying out some game we didn't see, by the look of delight on his coupon.

This is where the Virtual Boy was found, on the dockland outskirts of Tokyo.

The Virtual Boy is here, but Nintendo 32 bit RISK?

The Hardware

Virtual Boy is based largely on a 32-bit NEC processor. Sadly, much of the processing time is eaten up displaying two on-screen images. This is necessary for the stereoscopic 3D to work and perhaps explains why Nintendo decided to show three games all lacking the polygons we (and most of Shoshinkai) expected.

The Virtual Boy, Nintendo's new 3D version of the Game Boy, was unveiled at the Nintendo Shoshinkai exhibition at the end of last year and jaws immediately dropped – for all the wrong reasons.

Shoshinkai is the group name given to all Nintendo's Japanese affiliates, retail outlets and third-party developers. Even the most loyal Shoshinkai members at the show, however, were a little disturbed by the launch.

The problem was largely software based. The actual machine is reasonably powerful, but Nintendo didn't have a single polygon in sight. Instead, they showed off three very conventional-looking games. Okay, so these games aren't finished, but they hardly inspired confidence about how they might turn out.

Nintendo were quick to point out that this was a show for developers and retail and that better software would be unveiled at CES in January. However, the general feeling at the show was that Nintendo had showed the machine far too early.

The Virtual Boy will arrive in Japanese shops in April. There's no confirmation of US or British launch dates yet. The machine is expected to do big business in Japan, where it will be aimed straight at the toy market. The British situation is more difficult, though, since the machine will have to be pointed in the direction of the console audience. Quite how they'll respond to Nintendo's mixture of high and low tech remains a mystery.

One other problem is the price. Nintendo's machine will cost nearly £200 if it ever sees the British sun, which means it'll be almost as expensive as a PlayStation. Doh! Third-party developers have yet to be announced, but at least two major firms are working on titles for the Virtual Boy. We can only wait and watch.

Queues of people either trying to get to the Virtual Boy, or get away from it after they've played.

The Shoshinkai show did have other delights to offer those disillusioned by Nintendo's new baby.

Laughing boy comes back for yet another go. Obviously a glutton for punishment. Nice hair though.

Gumpei Yokoi answers a few questions about his latest and weirdest creation.

is it O'S

The unit was not head-mounted as previously expected, but, in fact, sits on a spindly tripod arrangement, ideally on a table top. Nintendo also plan to release a shoulder brace, which sounds just a little over-the-top. You would look less than cool on the train.

The stereoscopic 3D worked a treat, the impression of depth (even on the 2D-style games shown) was pretty convincing. After prolonged play, however, we found that we had headaches, something Nintendo had wished to avoid.

The unit runs from batteries, giving more than seven hours play – not bad considering the amount of processing required. It can also be run from the mains, but this obviously limits the portability. As you can see from the shots, it looks a bit like those Viewmaster thingies from the 70s. Cartridges go inside the main unit and are about the size of a GameBoy cart.

The sound hardware is perhaps the most disappointing. We weren't given details, but it sounded very much like a GameBoy with improved sample handling to us. Some of the tunes were a bit annoying to say the least.

The joypad was the one truly impressive feature. A brilliantly ergonomic unit that featured two directional controllers and a huge surfeit of buttons. The joypad is attached by two cables to the headset, and feels perfect.

The stand-up table-top unit looks a bit clumsy, but to be fair, is comfortable. Nintendo have plans for a shoulder harness.

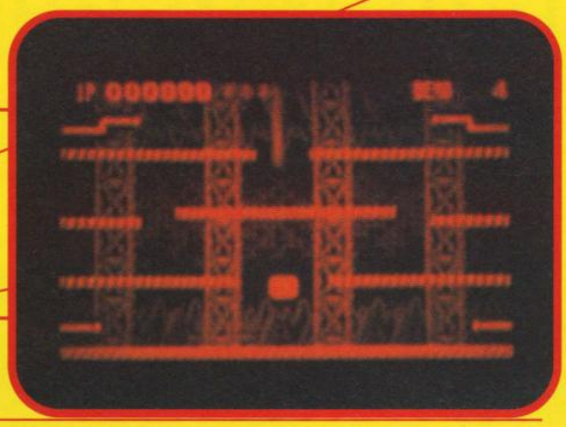
This is the Virtual Boy joypad, with two directional controllers!

And this is the front of the Virtual Boy. Viewmaster, or what?

The first batch of VB games

Teleroboxing

This one's a boxing game, much in the style of *Punch Out*, with special moves and giant robots doing the grappling. Pretty quick, but lacking much in the way of depth. The 3D effect was most evident here, but the game lacked spark or originality.



Mario Bros. V.B.

Eh? This is a conversion of the ancient *Mario Bros* coin-op, with lots of levels and a couple of new baddies, hardly the most exciting idea in the world. It plays okay, but the 3D was completely wasted, and indeed, only obvious on the title screen.

Pinball

Sharing the same perspective as *Behind The Mask* this pinball sim was perhaps the most disappointing of the three games shown. A very simplistic pinball game with few features and very poor ball movement. It was also very easy (but unfinished).

Some bloke who invented it

This fella is Gumpei Yokoi. To be frank, he's a bit of a genius. He's the technical mastermind behind Nintendo's most successful hardware.

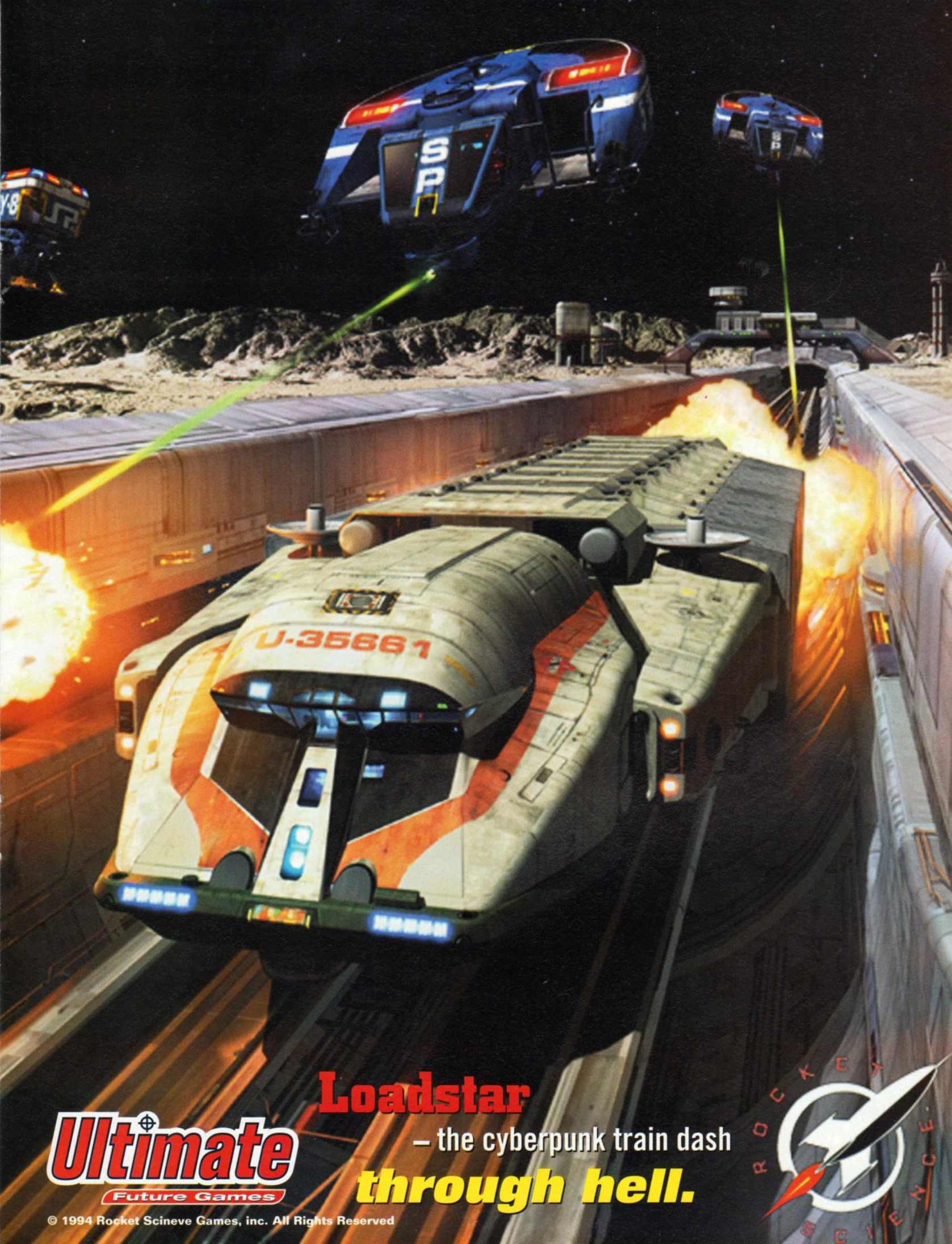
Nintendo have Gumpei to thank for the Game Boy and the Super NES. Gumpei was also involved with the development of the original 8-bit NES.

Gumpei is more concerned with how well things work, rather than how quickly or flashily. The Virtual Boy is an example of this philosophy. The battery life had to be at least seven hours, so out went full colour. A similar decision was made with the Game Boy.

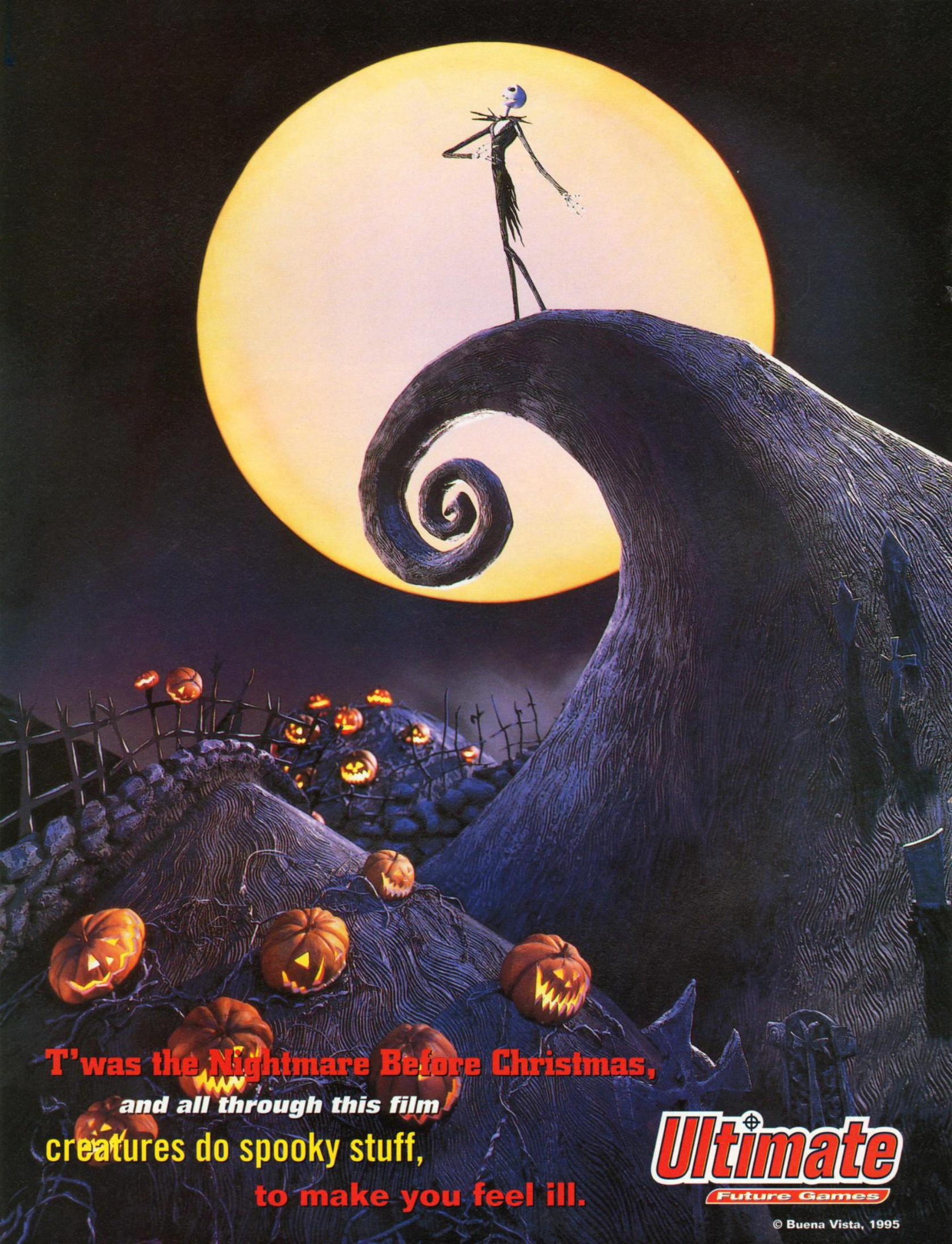
Gumpei is widely respected for his ability to take other people's technology and turn it into something completely new.

He doesn't compromise and he's a lovely, friendly chap, so there.

Poster section



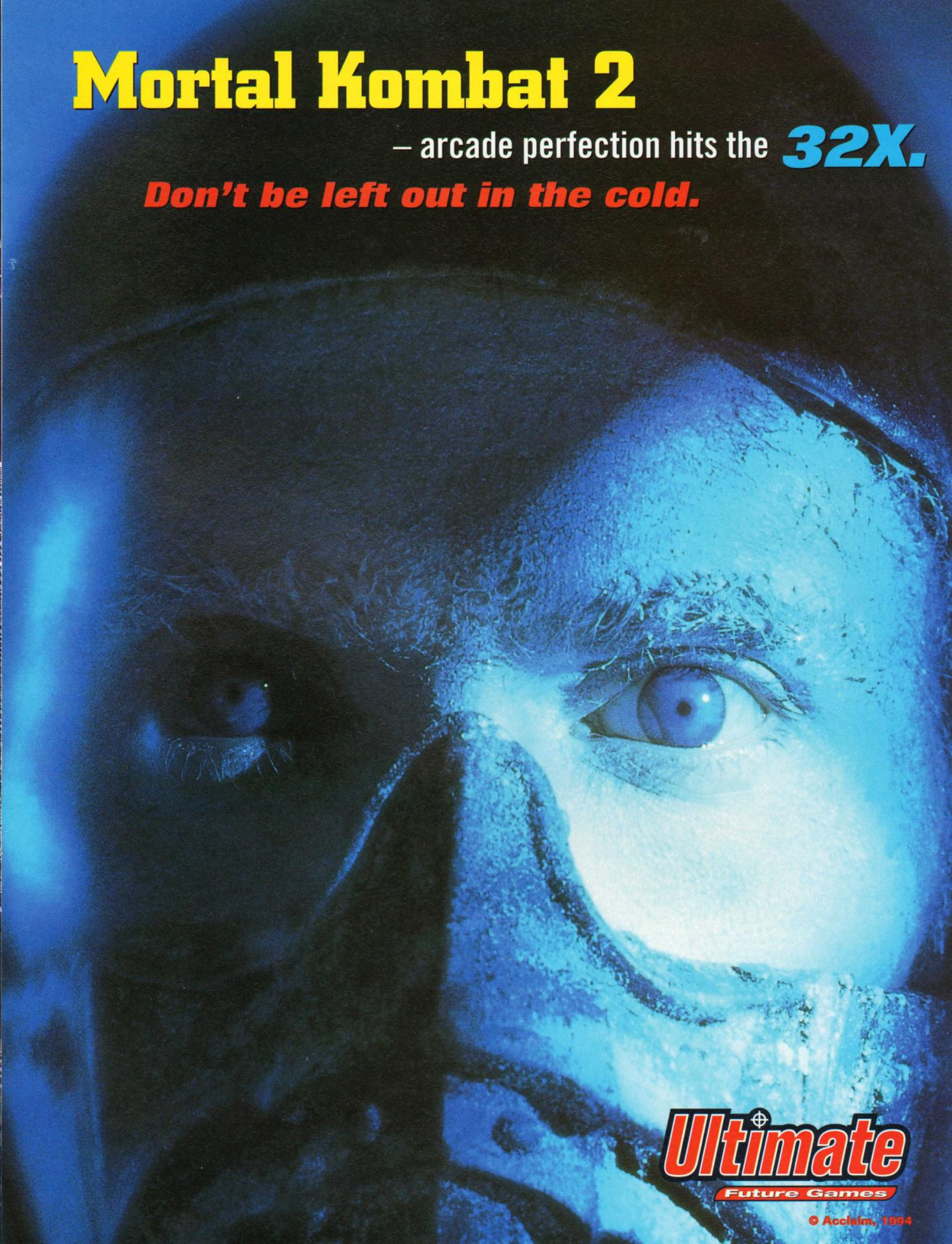
© 1994 Rocket Scineve Games, inc. All Rights Reserved


T'was the Nightmare Before Christmas,
and all through this film
creatures do spooky stuff,
to make you feel ill.
Ultimate
Future Games
© Buena Vista, 1995

Mortal Kombat 2

– arcade perfection hits the **32X.**

Don't be left out in the cold.



© Acclaim, 1994

EARTHWORM JIM

Pink, wrinkled and seriously 'ard.

Ultimate
Future Games

© Shiny Entertainment

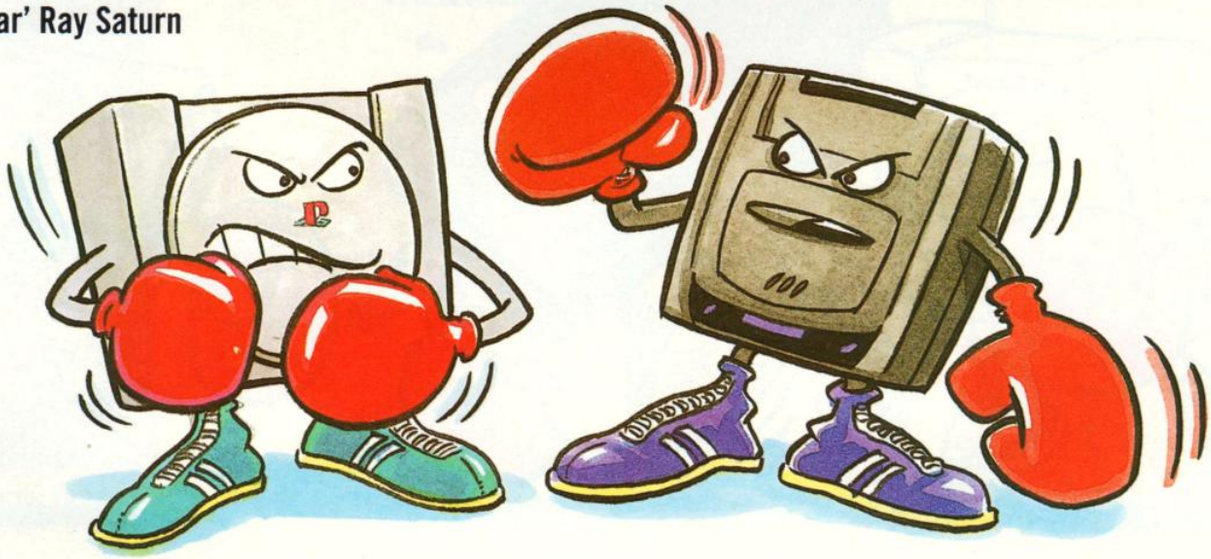
Saturn VS PlayStation

Hello fight fans, and welcome to Madison Square Garden for the fight of the decade, the rumble in the jungle, the plan from Japan, the battle between Saturn and PlayStation, the prize, Heavyweight domination of the console world. Who will emerge the winner? Only the ref can decide, so let's get on with the show... ▶

The Weigh In

'Iron' Mike PlayStation

'Sugar' Ray Saturn



Big fight

Big audio dynamite

So, how good a CD player d'ya get for £600 then? We investigate...

PlayStation

▲ PlayStation options look awful.

▲ Memory management screen.

▲ Limited CD player options.

Saturn

▲ Ooh! Loads of nice options!

Round One

The Hardware

Saturn

Weighing in with 2 Hitachi SH2 32-bit RISC processors.

Lawks! These two fine chips handle all the main processing functions, as well as the rather awesome 3D graphics. The machine is no slouch at producing standard 2D graphics either. The Saturn comes out fighting.

16, 277,216 colours, 32,000 on screen at once. Not too shabby, but pretty much the standard these days.

Yamaha 32-channel PCM sound chip. There are also eight FM channels for stuff like drums and explosions.

PlayStation

R3000A 32-bit RISC chip, running at 33Mhz. This also has a built-in graphics processor for handling all them lovely polygons. Zillions of sprites and all the texture-mapping you'll ever need.

16, 277,216 colours, 32,000 on screen at once. Exactly the same as on the Saturn, this figure is standard 24-bit colour.

24 channel Sony PCM chip with some very nice standard sounds, as well as stupendous sample handling. After round one, things are looking pretty even, but the PlayStation may take a point with its stunning texture-mapping ability.

Round Two

The Software

Although the Saturn weighs in with the mighty *Virtua Fighter*, the best it can follow up with is *Tama*, a rather dodgy puzzle game. The other three games in the first batch are slightly tiresome adventure titles. Doh!

The PlayStation starts the round well, with *Ridge Racer*, *Philosoma*, *Motor Toon GP* and *Ultimate Parodius*. No fighting game yet, not until next month, which proves a bit of a handicap, but nothing the PlayStation can't handle.

After a gruelling first round, though, the PlayStation looked the stronger contender. A low blow to the Saturn.

Round Three

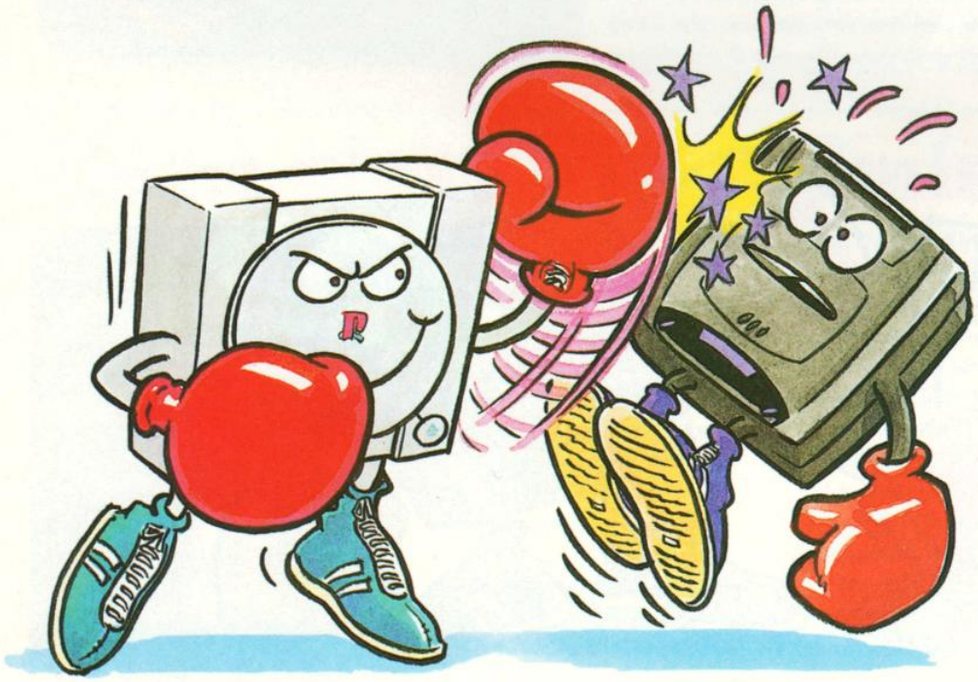
The Graphics

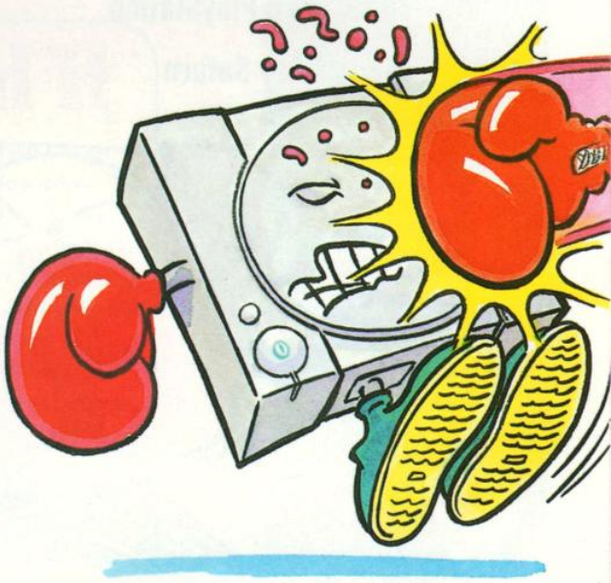
Oof! Both machines come straight from the corner with mighty graphic punches. The Saturn moves polygons well, and is better than the PlayStation with 2D scrolling stuff. The PlayStation fights back with marginally better 3D and a batch of games that really show it off. All in all, this is a pretty even round.

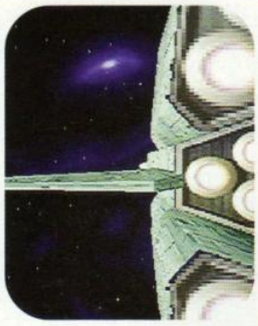
Round Four

The Sound

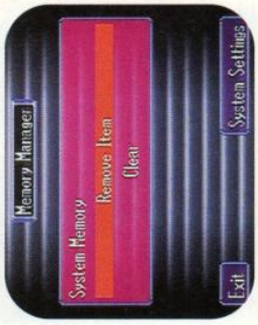
Ding, ding! The Saturn heaves a staggering blow at the PlayStation – 32 channels of sound easily outweigh the PlayStation's 24. However, since







▲ A cool animated spaceship.



▲ Memory management screen.

▲ Lots of CD options!

▲ A karaoke option as well!

▲ And built-in surround sound!

both machines stream soundtracks from CD, the fact is that the sound chips are barely used. Besides, 24 channels is far too many anyway. Sound quality is even on both machines, but the Saturn has some very nice Karaoke functions. Not, all in all, a very important round.

Round Five

The add-ons

Hoof! The Saturn's looking good in this round. Some fancy add-on related footwork displays a startling line-up. A mouse, a multi-tap, a big joystick, a steering wheel, a save game cart, and, get this, a keyboard, disk drive and hard drive to turn the Saturn into a fully fledged computer.

Yikes! The PlayStation fights back strongly with an innovative joypad/steering wheel, save game cards, a multi-tap and a link-up cable, but the current line-up isn't strong. The Saturn wins this round with ease. The PlayStation is cut above the eye, and bleeding heavily.

Round Six

The aesthetics

Sad-but-true fact: the way the machines look and operate is probably as important as the way the games play, especially to people prepared to pay through the nose.

In this round, the PlayStation knocks the Saturn all over the place. Beautiful to look at, brilliantly designed and a lot more solid than the rather plasticky Saturn.

The PlayStation has more AV outputs and a better joypad. In the under-telly war of look and feel, the PlayStation is mean and lean, while the Saturn looks a tad bruised and bloodied. The Saturn is also a horrible colour, the original silver version looked much better and sleeker.

Round Seven

The imports

In Japan, the PlayStation and Saturn cost about £260 and £300 respectively. The problem is that by the time they arrive here they cost a wee bit more.

The PlayStation is currently being punted at an average of £700, the lowest quote we got was from Planet Distribution (071 537 3333) the highest was a spectacular £1,200, and we won't say who quoted that, because they're crooks!

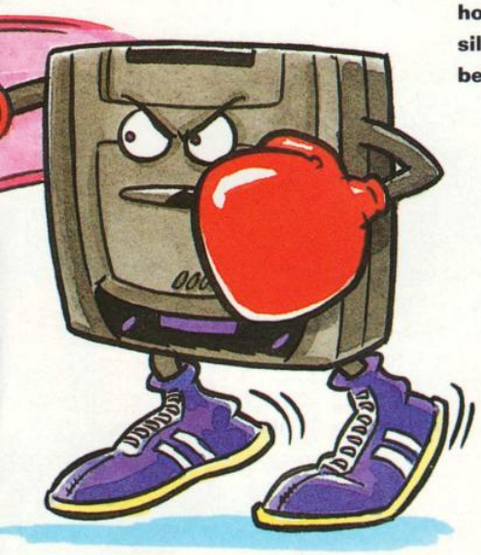
The Saturn is a different story, the average price was again, £700 and didn't vary too much between importers. All machines will only work on NTSC tellies.

Round Eight

The support

In a last-minute comeback, the PlayStation bombards the Saturn with a flurry of solid punches. Smack! Nearly 200 different companies will produce games for the system, compared to about half that number for the Saturn. Both machines will be supported by the biggies like Capcom and Konami, but the PlayStation is getting a whole load of European support. That could change before the official release, but the PlayStation evens the score in the last round.

The judges decide that the match is too bloody a mess to continue, and call a halt. A rematch has been arranged for next Christmas, in the UK.



FIFA SOCCER
35.99 3DO

ROAD RASH
35.99 3DO

JOHN MADDEN
32.99 3D0

PATAANK
34.99 3DO

RISE OF THE ROBOTS
23.49 CD32

MEGA RACE
23.99 CD32

DOOM
49.99 JAG

ALIEN VS PREDATOR
50.99 JAG

WOLFENSTEIN 3D
46.99 JAG

THEME PARK
42.99 JAG

D/KONG COUNTRY
47.99

STREET RACER
34.99

SECRET OF MANA
33.99

MORTAL KOMBAT 2
49.99

PGA TOUR GOLF
14.99

SIM CITY
18.99

EARTHWORM JIM
49.99

STUNT RACE FX
41.99

MORTAL KOMBAT
17.99

FIFA SOCCER
35.99

MICRO MACHINES 2
36.99

FIFA 95
38.99

ROAD RASH 2
18.99

MORTAL KOMBAT 2
43.99

EARTHWORM JIM
43.99

JW SNOOKER
25.99

SF 2 CH. EDITION
19.99

URBAN STRIKE
35.99

MORTAL KOMBAT
17.99

SONIC & KNUCKLES
39.99

SHINING FORCE 2
39.99

MICKEY MANIA
38.99

SUPER NES

• = NEW GAME

ADDAMS FAMILY ... 24.99
ADDAMS FAMILY 2 ... 24.99
ALADDIN ... 41.99
ANIMANIACS • ... 40.99
BATMAN RETURNS ... 26.99
BIKER MICE FROM MARS • ... 40.99
BLACK HAWK • ... 37.99
BOXING LEGENDS OF THE RING ... 40.99
BUBSY ... 19.99
CANNON FODDER • ... 40.99
CARRIER ACES ... 39.99
CHUCK ROCK ... 19.99
CLAYFIGHTERS ... 39.99
CLIFFHANGER ... 17.99
DESERT STRIKE ... 24.99
DONKEY KONG COUNTRY ... 47.99
DOUBLE DRAGON 5 • ... 39.99
DRAGON ... 39.99
EARTHWORM JIM • ... 49.99
EQUINOX ... 19.99
ESPN BASEBALL ... 39.99
FIFA SOCCER ... 35.99
FLASHBACK ... 24.99
GHOUL PATROL (ZOMBIES 2) ... 49.99
HEBEREKE'S POPOON • ... 36.99
HURRICANES • ... 41.99
INDY JONES' GREATEST ADVENTURE 48.99
JELLY BOY • ... 36.99
JOHN MADDEN '93 ... 12.99
JUNGLE BOOK ... 40.99
JUNGLE STRIKE ... 39.99
JURASSIC PARK ... 24.99
JURASSIC PARK 2 ... 42.99
KEVIN KEEGAN PLAYER MANAGER ... 19.99
KICK OFF 3 ... 41.99
KRUSTY'S FUN HOUSE ... 19.99
LEMMINGS 2 ... 45.99
LETHAL ENFORCERS (WITH GUN) ... 59.99
LION KING ... 48.99
LOST VIKINGS ... 27.99
MADDEN '95 ... 37.99
MAGIC BOY ... 37.99
MAN UNITED CHAMP SOCCER • ... 36.99
MARIO ALL STARS ... 29.99
MAXIMUM CARNAGE • ... 50.99
MEGA MAN X ... 33.99
MICKEYMANIA ... 45.99
MICRO MACHINES ... 38.99
MIGHTY MAX • ... 35.99
MORTAL KOMBAT ... 17.99
MORTAL KOMBAT 2 • ... 49.99
NBA ALL STAR CHALLENGE ... 24.99
NBA JAM ... 49.99
NBA LIVE '95 (BASKETBALL) ... 44.99
NHL '95 (ICE HOCKEY) ... 37.99
NHLPA '93 ICE HOCKEY ... 14.99
NIGEL MANSELL'S INDYCAR • ... 50.99
NIGEL MANSELL'S WORLD CHAMP ... 33.99
OUTLANDER ... 19.99
PGA TOUR GOLF ... 14.99
PINBALL FANTASIES • ... 32.99
PITFALL - THE MAYAN ADVENTURE ... 46.99
POP 'N' TWINBEE ... 25.99
POWER RANGERS ... 43.99
POWERDRIVE • ... 37.99
RISE OF THE ROBOTS • ... 57.99
SECRET OF MANA ... 33.99
SHADOWRUN ... 28.99
SIM CITY ... 18.99
SMASH TENNIS ... 40.99
SOUL BLAZER ... 40.99
SPARKSTER ... 40.99
STARWING ... 19.99
STREET RACER (4 PLAYER GAME) ... 34.99
STREETFIGHTER 2 ... 29.99
STREETFIGHTER TURBO ... 25.99
STUNT RACE FX ... 41.99
SUNSET RIDERS ... 26.99
SUPER BOMBERMAN (4 PLAYER GAME) 30.99
SUPER BOMBERMAN 2 ... 31.99
SUPER EMPIRE STRIKES BACK ... 36.99
SUPER MARIO KART ... 33.99
SUPER METROID ... 41.99
SUPER PARODIOUS ... 24.99
SUPER RETURN OF THE JEDI ... 48.99
SUPER SMASH TV ... 17.99
SUPER STAR WARS ... 27.99
SUPER WWF WRESTLEMANIA ... 17.99
SYNDICATE ... 37.99
TMHT - TOURNAMENT FIGHTERS ... 49.99

TELSTAR 100% COMBAT
FLASHBACK AND EQUINOX • ... **42.99**

TELSTAR 100% SCI-FI ADVENTURE
SUPER STAR WARS AND
LAWNMOWER MAN • ... **42.99**

TELSTAR 100% SPORT
SENSIBLE SOCCER AND
INTERNATIONAL TENNIS • ... **42.99**

TERMINATOR 2 - THE ARCADE GAME 19.99
THE ADV. OF BATMAN AND ROBIN ... 48.49
THEME PARK • ... 36.99
TINY TOON - BUSTER BUSTS LOOSE 26.99
TINY TOON - WILD 'N' WACKY SPORTS 40.99
TURN AND BURN ... 41.99
VIRTUAL BART • ... 50.99
VORTEX ... 45.99
WING COMMANDER - SECRET MISSIONS 19.99
WINTER OLYMPICS ... 29.99
WORLD CUP USA '94 ... 34.99
WORLD LEAGUE BASKETBALL ... 12.99
X KALIBRE • ... 39.99
ZELDA 3 - LINK TO THE PAST ... 33.99
ZOMBIES ... 29.99

MEGADRIVE

ALADDIN ... 39.99
ALIEN 3 • ... 24.99
ANIMANIACS • ... 32.99
BALLZ ... 32.99
BLOODSHOT • ... 34.99
BOOGERMAN • ... 44.99
BRUTAL • ... 35.99
BUBBLE AND SQEAK • ... 32.99
BUBSY 2 ... 29.99
CANNON FODDER • ... 36.99
CHUCK ROCK ... 14.99
COMBAT CARS ... 14.99
COOL SPOT • ... 19.99
CORPORATION ... 14.99
DRAGON ... 37.99
DRAGON'S FURY ... 14.99
DUNE 2 (BATTLE OF ARRAKIS) ... 32.99
DYNAMITE HEADDY ... 36.99
EARTHWORM JIM • ... 43.99
ECCO 2 - THE TIDES OF TIME ... 36.99
EURO CLUB SOCCER ... 9.99
FIFA INTERNATIONAL SOCCER '95 ... 38.99
FIFA SOCCER (EA 4 PLAYER GAME) ... 32.99
FORMULA ONE RACING ... 24.99
GODS ... 14.99
GOLDEN AXE ... 9.99
GOLDEN AXE 2 ... 11.99
GRANDSLAM TENNIS ... 11.99
HAUNTING ... 22.99
HURRICANES • ... 37.99
JIMMY WHITE'S SNOOKER ... 25.99
JOHN MADDEN '92 ... 10.99
JOHN MADDEN '93 ... 9.99
JOHN MADDEN AND EA ICE HOCKEY 13.99
JUNGLE BOOK ... 37.99
JURASSIC PARK ... 27.99
KAWASAKI SUPERBIKES ... 33.99
KICK OFF 3 • ... 37.49
LEMMINGS • ... 17.99
LEMMINGS 2 ... 39.99
LETHAL ENFORCERS (WITH GUN) ... 52.99
LHX ATTACK CHOPPER • ... 14.99
LION KING ... 39.99
LOTUS TURBO CHALLENGE ... 17.99
MADDEN NFL '95 ... 37.99
MAXIMUM CARNAGE • ... 42.99
MEGA BOMBER MAN ... 32.99

MEGA GAMES 1
(WORLD CUP ITALIA '90, COLUMNS, SUPER HANG ON) ... **14.49**

MICKEY & DONALD WORLD OF ILLUSION 14.99
MICKEY MOUSE ... 15.99
MICKEYMANIA ... 38.99
MICRO MACHINES ... 22.99
MICRO MACHINES 2 ... 36.99
MORTAL KOMBAT ... 17.99
MORTAL KOMBAT 2 ... 43.99
MUTANT LEAGUE FOOTBALL ... 12.99
NBA JAM ... 42.99
NBA LIVE '95 (BASKETBALL) ... 37.99
NHL HOCKEY '94 (EA 4 PLAYER GAME) 14.99
NHL ICE HOCKEY '95 ... 35.99
NHL PA ICE HOCKEY '93 ... 9.99
NIGEL MANSELL'S INDYCAR • ... 42.99
PETE SAMPRAS TENNIS (4 PLAYER) ... 36.99
PGA EUROPEAN TOUR ... 29.99
PGA TOUR GOLF 3 ... 37.99
POWER RANGERS ... 32.99
POWERDRIVE • ... 33.99
POWERMONGER ... 13.99
PROBOTECTOR ... 37.99
PSYCHO PINBALL ... 36.99
RADICAL REX • ... 34.99
RED ZONE ... 37.99
RISE OF THE ROBOTS ... 44.99
ROAD RASH ... 14.99
ROAD RASH 2 ... 18.99
ROBOCOD (JAMES POND 2) ... 11.99
ROBOCOP VS TERMINATOR ... 19.99
ROCK 'N' ROLL RACING • ... 33.99
ROCKET KNIGHT ADVENTURES ... 19.99
RUGBY WORLD CUP '95 ... 37.99
SENNA SUPER MONACO ... 15.99
SENSIBLE SOCCER INTERNATIONAL 24.99
SHINING FORCE 2 ... 39.99
SHINOBI 3 ... 14.99
SKITCHIN' ... 14.99
SONIC 2 ... 12.99
SONIC 3 ... 34.99
SONIC AND KNUCKLES ... 39.99
SONIC SPINBALL ... 19.99
SONIC THE HEDGEHOG ... 8.99
SPARKSTER ... 33.99
SPEEDBALL 2 ... 14.99
STREETFIGHTER 2 - CHAMP EDITION 19.99
STREETS OF RAGE ... 14.99
STREETS OF RAGE 2 • ... 19.99
STREETS OF RAGE 3 ... 39.99
STRIDER ... 12.99
SUPER KICK OFF ... 12.99
SUPER MONACO GP ... 11.99
SUPER STREETFIGHTER 2 ... 46.99
SYNDICATE ... 34.99
TERMINATOR ... 14.99
TERMINATOR 2 (MENACER GUN GAME) 12.99
TOE JAM AND EARL 2 • ... 19.99
UNNECESSARY ROUGHNESS '95 ... 28.99
URBAN STRIKE ... 35.99
VIRTUA RACING ... 49.99
VIRTUAL BART • ... 42.99
WORLD CUP USA '94 ... 29.99
WWF WRESTLEMANIA ... 9.99
X-MEN ... 17.99
YOGI BEAR • ... 35.99
ZERO TOLERANCE ... 35.99

MEGADRIVE 32X

AFTERBURNER ... PHONE
COSMIC CARNAGE • ... PHONE
DOOM • ... 47.99
SPACE HARRIER ... PHONE
STAR WARS ARCADE • ... 47.99
VIRTUA RACING DELUXE • ... 47.99

MEGA CD

ANOTHER WORLD 2 ... 37.99
B.C. RACERS ... 36.99
BATTLECORPS ... 36.99
BILL WALSH COLLEGE FOOTBALL ... 24.99
BRUTAL • ... 31.99
CHUCK ROCK ... 24.99
DOUBLE SWITCH (RATED PG) ... 40.99
DRACULA UNLEASHED (RATED 15) ... 32.99
DRAGON'S LAIR ... 36.99
DUNE ... 32.99
ECCO 2 - THE TIDES OF TIME ... 36.99
ESPN BASEBALL ... 32.99
FIFA SOCCER (CHAMP EDITION) • ... 34.99
FINAL FIGHT ... 28.99
FLINK • ... 31.99
FORMULA 1 RACING - WORLD
CHAMPIONSHIP EDITION ... 36.99
GROUND ZERO TEXAS (RATED 15) ... 39.99
HOOK ... 24.99
JAGUAR XJ220 ... 31.99
JURASSIC PARK ... 36.99
LAWNMOWER MAN • ... 32.99
LETHAL ENFORCERS (WITH GUN) ... 45.99
LETHAL ENFORCERS 2 ... 33.99
LINKS GOLF ... 41.99
MARKO'S MAGIC FOOTBALL • ... 31.99
MICKEYMANIA • ... 35.99
MORTAL KOMBAT ... 39.99
NHL ICE HOCKEY '94 ... 27.99
NOVA STORM ... 31.99
PRINCE OF PERSIA ... 19.99
PUGGSY ... 24.99
REBEL ASSAULT ... 41.99
RISE OF THE ROBOTS ... 41.99
ROAD AVENGER ... 24.99
ROBO ALESTE ... 29.99
SENSIBLE SOCCER ... 29.99
SEWER SHARK ... 33.99
SNATCHER • ... 32.99
SONIC ... 19.99
SOUL STAR ... 36.99
TERMINATOR ... 25.49
THUNDERHAWK ... 36.99
TOMCAT ALLEY (RATED U) ... 36.99
WOLF CHILD ... 14.99
WORLD CUP GOLF • ... 33.99
YUMEMI MYSTERY MANSION ... 32.99

JAGUAR

AIR CAR WARS • ... 45.99
ALIEN VS PREDATOR ... 50.99
BRUTAL SPORTS FOOTBALL ... 47.99
BUBSY BOBCAT • ... 45.99
CHEQUERED FLAG ... 50.99
CLUB DRIVE ... 46.99
CRESCENT GALAXY (TREVOR MCFUR) 38.99
DOOM • ... 49.99
EVOLUTION DINO DUDES ... 38.99
INTERNATIONAL SENSIBLE SOCCER • 44.99
IRON SOLDIER • ... 50.99
KASUMI NINJA • ... 46.99
RAIDEN ... 38.99
TEMPEST 2000 ... 46.99
THEME PARK ... 42.99
TINY TOON ADVENTURES ... 46.99

ULTIMATE BRAIN GAMES
(DIFFERENT VERSIONS OF CHESS, BACKGAMMON AND CHECKERS) • ... 40.99

WOLFENSTEIN 3D ... 46.99
ZOOL 2 • ... 49.99

3DO

ALONE IN THE DARK • ... 25.99
ANOTHER WORLD • ... 32.99
BATTLECHESS • ... 32.99
DEMOLITION MAN • ... 28.99
DRAGON'S LAIR ... 34.99
ESCAPE FROM MONSTER MANOR ... 35.99
FIFA SOCCER ... 35.99
FLASHBACK • ... 29.99
JOHN MADDEN 3DO ... 32.99
MEGA RACE ... 41.99
NEED FOR SPEED • ... 35.99
NIGHT TRAP ... 28.99
OFF WORLD INTERCEPTOR • ... 34.99
PATAANK • ... 34.99
POWERSLIDE ... 34.99
REBEL ASSAULT • ... 35.99
RISE OF THE ROBOTS • ... 39.99
ROAD RASH 3DO ... 35.99
SEWER SHARK ... 28.99
SHERLOCK HOLMES ... 35.99
SHOCKWAVE ... 38.99
SOCCER KID 3DO • ... 29.99
STAR CONTROL 2 ... 34.99
SUPER WING COMMANDER ... 32.99
THE HORDE ... 34.99
THEME PARK ... 39.99
TOTAL ECLIPSE ... 34.99
TWISTED ... 32.99
VIRTUOSO ... 34.99
WAY OF THE WARRIOR • ... 32.99
WORLD CUP GOLF • ... 32.99

AMIGA

A-TRAIN + CONS SET 1 MB ... 12.99
A.T.R. (TEAM 17) 1 MB • ... 18.49
ALIEN BREED - TOWER ASSAULT ... 14.99
ARCHER MACLEAN'S POOL ... 7.99
BADDIEL & SKINNER 1 MB • ... 21.99

BEAU JOLLY COMPILATION
(CANNON FODDER, SETTLERS, CHAOS ENGINE, T2) ... 25.99

BENEATH A STEEL SKY 1 MB ... 22.99
BODY BLOWS 1 MB ... 6.99
BUMP 'N' BURN ... 15.99
BURNTIME • ... 18.99
CAMPAIGN 1 MB ... 10.99
CANNON FODDER 1 MB ... 13.99
CANNON FODDER 2 ... 20.99
CHAMPIONSHIP MANAGER 93/94
(END OF SEASON DATA DISK) 1 MB ... 13.49

CHAMPIONSHIP MANAGER COLLECTION
(93/94 + UPDATE DISK) 1 MB ... 13.99

CHAOS ENGINE ... 9.99
CIVILISATION 1 MB ... 17.99

CLASSIC COLLECTION - DELPHINE
(FLASHBACK, CRUISE FOR A CORPSE, ANOTHER WORLD, OPERATION STEALTH, FUTURE WARS) 1 MB • ... 19.49

CLASSIC COLLECTION - LUCAS ARTS
(MONKEY ISLAND, INDY JONES LAST CRUSADE, LOOM, MANIAC MANSION, ZAK MCKRACKEN) 1 MB • ... 19.49

CLUB FOOTBALL - THE MANAGER 1 MB 19.49
DAWN PATROL 1 MB ... 22.99
DESERT STRIKE 1 MB ... 10.99
DREAMWEB 1 MB ... 22.99
DUNE 2 - BATTLE FOR ARRAKIS 1 MB 20.99
ELITE 2 (FRONTIER) 1 MB ... 14.99
EMBRYO • ... 18.99
F117A STEALTH FIGHTER 2.0 1 MB ... 12.99
FIELDS OF GLORY • ... 23.49
FIFA INTERNATIONAL SOCCER 1 MB 23.49
FOOTBALL GLORY 1 MB • ... 18.99
FORMULA 1 - WORLD CHAMP EDITION • 20.99
FORMULA 1 GRAND PRIX ... 13.49
GOAL ... 8.99
GUNSHIP 2000 1 MB ... 14.99
HIRED GUNS 1 MB ... 11.99
JUNGLE STRIKE ... 18.49
K240 (UTOPIA 2) 1 MB ... 13.49
LEMMINGS 2 ... 9.99
MONOPOLY ... 18.49
MORTAL KOMBAT 2 1 MB • ... 20.99
NEW WORLD OF LEMMINGS 1 MB ... 19.99
ON THE BALL - WORLD CUP 1 MB ... 18.99
OVERDRIVE 1 MB ... 6.99
OVERLORD ... 20.99
PGA EUROPEAN TOUR ... 18.49

PINBALL DOUBLE PACK
PINBALL DREAMS & FANTASIES 1 MB 17.49

PREMIER MANAGER 3 • ... 16.99
REACH FOR THE SKIES ... 11.99
RISE OF THE ROBOTS 1 MB • ... 27.49
RUFF AND TUMBLE 1 MB • ... 18.49
SECRET OF MONKEY ISLAND 1 MB ... 12.99
SECRET OF MONKEY ISLAND 2 1 MB 12.99
SENSIBLE GOLF 1 MB ... 20.49
SENSIBLE SOCCER ('92/93 SEASON) ... 4.99
SENSIBLE WORLD OF SOCCER 1 MB 19.99
SETTLERS ... 16.99
SILENT SERVICE 2 1 MB ... 11.99

SIM CLASSICS 3 IN 1 (SIM CITY CLASSIC, SIM LIFE, SIM ANT) 1 MB ... 23.99

SPACE LEGENDS (WING COMMANDER, MEGATRAVELLER, ELITE) 1 MB ... 11.99

SPEEDBALL 1 & 2 ... 9.99

SPORTS MASTERS (PGA GOLF, INDY 500, ADVANTAGE TENNIS, EUROPEAN CHAMPIONSHIP'S 1992) 1 MB ... 13.99

SUPER SKIDS (SKIDMARKS + EXTRA CARS & TRACKS) 1 MB ... 20.49
SYNDICATE 1 MB ... 23.99

THE GREATEST (JIMMY WHITES, LURE OF THE TEMPTRESS, DUNE) 1 MB ... 14.49

THEME PARK 1 MB ... 23.99
VALHALLA 1 MB ... 18.99
VALHALLA 2 - BEFORE THE WAR 1 MB • 23.99
WALKER ... 7.99
WING COMMANDER 1 1 MB ... 6.99
ZEEWOLF 1 MB • ... 20.99
ZOOL 1 MB ... 6.99
ZOOL 2 1 MB ... 9.99

CDi

FMV = REQUIRE FMV/DIGITAL VIDEO

BURN CYCLE ... 42.99
CLUEDO (FMV) ... 34.99
EARTH COMMAND ... 31.99
INCA ... 27.99
INTERNATIONAL TENNIS OPEN ... 21.99
KETHER ... 23.99
LITIL DIVIL (FMV) ... 34.99
MAD DOG McCREE (WITH GUN) (FMV) 56.99
PALM SPRINGS GOLF ... 31.99
SPACE ACE (FMV) ... 41.99
STICKYBEAR MATHS • ... 23.99
SURF CITY • ... 17.99
TETRIS ... 19.99
ZELDA, WAND OF GAMELON ... 26.99
ZOMBIE DINOS FROM PLANET ZELTOID 22.99

CD32

A.T.R. (TEAM 17) • ... 20.99
ALIEN BREED - TOWER ASSAULT ... 19.99
ALIEN BREED S/E & QWAK ... 17.99
ARCADE POOL ... 11.99
BADDIEL & SKINNER • ... 21.99
BANSHEE ... 18.99
BENEATH A STEEL SKY ... 21.99
BUBBA 'N' STIX ... 12.99
CANNON FODDER ... 21.99
CAPTIVE 2 - LIBERATION ... 22.99

CD EXCHANGE (VOLUME 1).
COMPILATION OF SHAREWARE AND PUBLIC DOMAIN SOFTWARE. CONTAINS OVER 300 MUSIC MODULES, PICTURES, ANIMATIONS AND GAMES ... 14.99

DIZZY - THE BIG SIX • ... 12.49
DREAMWEB ... 23.99
ELITE 2 (FRONTIER) ... 14.99
FIELDS OF GLORY ... 20.99
FURY OF THE FURRIES ... 16.99
GUARDIAN ... 18.49
GUNSHIP 2000 ... 19.99
HEIMDALL 2 - BANE OF ASGARD ... 21.99
JUNGLE STRIKE ... 19.49
LEMMINGS ... 9.99
LITIL DIVIL ... 18.99
LOTUS TRILOGY (LOTUS 1, 2, 3) ... 18.99
MAN UTD PREMIER LEAGUE CHAMPS 19.99
MEGA RACE ... 23.99
NICK FALDO'S GOLF ... 23.99
PINBALL FANTASIES ... 19.99
PIRATES GOLD ... 15.99
RISE OF THE ROBOTS • ... 23.49
ROAD KILL • ... 20.99
SABRE TEAM ... 19.99
SENSIBLE SOCCER - INTN'L EDITION 17.99
SIMON THE SORCERER ... 23.99
SKELETON KREW ... 21.99
SOCCER KID ... 19.99
SPEEDBALL 2 • ... 13.49
STRIKER ... 12.99
SUB WAR 2050 • ... 20.99
SUPER FROG ... 11.99
SUPER STARDUST ... 18.99
THEME PARK • ... 23.99
TOP GEAR 2 ... 18.99
TRIVIAL PURSUIT ... 10.99
UFO - ENEMY UNKNOWN ... 19.99

ULTIMATE BODY BLOWS (BODY BLOWS & BODY BLOWS GALACTIC) • **19.49**

WEMBLEY INTERNATIONAL SOCCER 19.99
WORLD CUP GOLF ... 19.99

AMIGA A1200

AIR BUCKS V1.2 ... 11.99
ALADDIN ... 20.49
ALFRED CHICKEN ... 17.99
ALIEN BREED 2 ... 18.99
BANSHEE ... 18.49
BODY BLOWS ... 11.99
BODY BLOWS GALACTIC ... 18.99
BRUTAL FOOTBALL DELUXE ... 15.49
CAPTIVE 2 - LIBERATION ... 20.99
CHAOS ENGINE ... 18.49
CIVILISATION AGA ... 16.99
DETROIT ... 21.49
DREAMWEB ... 23.99
DUNGEON MASTER 2 ... 23.49
EXILE ... 18.99
FIELDS OF GLORY ... 23.99
FOOTBALL GLORY ... 20.99
GUARDIAN ... 20.99
HEIMDALL 2 - BANE OF ASGARD ... 21.99
IMPOSSIBLE MISSION ... 23.99
ISHAR 2 - LEGIONS OF CHAOS ... 18.99
JAMES POND 3 ... 22.99

JAMES POND COLLECTION
(JAMES POND 2 & 3) ... **13.99**

JUNGLE STRIKE ... 19.49
LION KING ... 20.49
MIGHTY MAX ... 18.99
ON THE BALL - LEAGUE EDITION (HARD DRIVE ONLY) ... 20.49
ON THE BALL - WORLD CUP EDITION (HARD DRIVE ONLY) ... 20.49
PGA EUROPEAN TOUR ... 19.49
PREMIER MANAGER 3 ... 16.99
RISE OF THE ROBOTS ... 25.99
ROAD KILL • ... 20.99
SABRE TEAM ... 18.99
SIM CITY 2000 ... 23.99
SIM LIFE ... 12.49
SIMON THE SORCERER ... 23.99
SIMON THE SORCERER 2 ... 23.99
SKELETON KREW ... 21.99
SOCCER KID ... 19.49
STAR TREK - 25TH ANNIVERSARY (HARD DRIVE ONLY) ... 23.99
SUB WAR 2050 ... 23.49
SUPER STARDUST ... 18.99
TFX ... 25.99
THEME PARK ... 23.99
TOP GEAR 2 (1 MB) ... 17.49
UFO - ENEMY UNKNOWN ... 23.99
WEMBLEY - INTERNATIONAL SOCCER 17.49
VISTA PRO (LITE) CREATE SPECTACULAR VIRTUAL WORLDS WITH THIS POWERFUL SCENERY GENERATOR ... **26.99**
WORDWORTH V.3.1 AGA WORD PUBLISHER. (2 MB, EXTERNAL DISK OR HARD DRIVE REQUIRED) ... **57.99**

GAMEBOY

SG = INCLUDES ENHANCED GRAPHICS FOR SUPER GAMEBOY ADPTOR

ALADDIN (SG) ... 23.99
ALIEN OLYMPICS ... 19.99
BATTLETOADS IN RAGNAROK'S WORLD 17.49
CHOPLIFTER 3 ... 19.99
DAFFY DUCK - THE MARVIN MISSIONS 19.99
DARKWING DUCK ... 19.99
DESERT STRIKE ... 23.99
DONKEY KONG '94 (SG) ... 19.99
FELIX THE CAT ... 9.99
FLINTSTONES (THE MOVIE) ... 22.99
FORMULA 1 RACE
(WITH 4 PLAYER ADAPTOR) ... 21.99
GAMEBOY GALLERY ... 19.99
HUMANS ... 14.99
JUNGLE STRIKE • ... 23.99
JURASSIC PARK ... 14.99
JURASSIC PARK 2 ... 19.99
KIRBY'S DREAMLAND ... 14.99
KIRBY'S PINBALL ... 18.99
LAMBORGHINI ... 14.99
LAWNMOWERMAN ... 14.99
LEMMINGS 2 ... 25.99
LION KING ... 25.99
MEGA MAN 2 ... 14.99
MERCENARY FORCE ... 14.99
MICRO MACHINES ... 25.99
MONSTER MAX ... 23.99
MORTAL KOMBAT 2 ... 25.99
MYSTIC QUEST ... 18.99
NFL QUARTERBACK CLUB ... 14.99
PANG ... 14.99
PINBALL DREAMS ... 14.99
PINBALL FANTASIES • ... 21.99
POWER RANGERS (SG) ... 23.99
PROBOTECTOR 2 ... 19.99

RACE DAYS - FOUR WHEEL DRIVE AND DIRTY RACING ... **20.99**

SENSIBLE SOCCER ... 21.99
SPACE INVADERS (SG) ... 19.99
SUPER MARIO LAND ... 19.99
SUPER MARIO LAND 2 ... 19.99
SUPER MARIO LAND 3 - WARIO LAND 19.99
TAZ 2 - LOONEY TUNES 2 ... 21.99
TETRIS 2 (SG) ... 19.99

TINY TOONS ADVENTURES
- MONTANA'S MOVIE MADNESS ... 19.99
- WACKY SPORTS ... 19.99

TITUS THE FOX ... 14.99
TOP RANKING TENNIS ... 19.99
WINTER GOLD • ... 22.99
WORLD CUP USA '94 ... 19.99
YOGI BEAR - GOLD RUSH ... 20.99
ZELDA - LINK'S AWAKENING ... 19.99

GAME GEAR

ASTERIX & THE GREAT RESCUE ... 24.99
CHAKAN ... 17.99
COLUMNS ... 12.99
COOL SPOT ... 15.99
DAFFY DUCK ... 24.99
DESERT STRIKE ... 17.99
DR. ROBOTNIK'S MEAN BEAN MACHINE 26.99
DRACULA ... 14.99
DYNAMITE HEADDY ... 24.99
ECCO 2 - THE TIDES OF TIME ... 24.99
ECCO THE DOLPHIN ... 23.99
ERNIE ELS' GOLF ... 24.99
FIFA SOCCER ... 24.99
HOOK ... 14.99
HURRICANES • ... 26.99
INCREDIBLE HULK ... 22.99
INDIANA JONES 3 ... 19.99
JUNGLE BOOK ... 24.99
KAWASAKI SUPERBIKES • ... 24.99
LEMMINGS • ... 12.99
LION KING ... 24.49
MARKO'S MAGICAL FOOTBALL ... 23.99
MICKEY MOUSE 2 ... 14.99
MORTAL KOMBAT 2 ... 28.99
NBA JAM ... 29.99
NINJA GAIDEN ... 9.99
OTTIFANT ... 14.99
PETE SAMPRAS TENNIS ... 24.99
PGA GOLF TOUR 2 ... 25.99
PGA TOUR GOLF ... 15.99
POWER RANGERS ... 24.99
PRINCE OF PERSIA ... 9.99
ROAD RASH ... 14.99
ROAD RASH 2 ... 25.99
ROAD RUNNER ... 14.99
ROBOCOD ... 14.99
SENSIBLE SOCCER ... 23.99
SHINOBI 2 ... 14.99
SMASH TV ... 14.99
SOLITAIR POKER ... 11.99
SONIC 2 ... 12.99
SONIC CHAOS ... 24.99
SONIC SPINBALL ... 24.99
SONIC THE HEDGEHOG ... 9.99
SONIC TRIPLE TROUBLE ... 24.99
STAR WARS ... 14.99
STREETS OF RAGE ... 19.99
STREETS OF RAGE 2 ... 19.99
STRIDER 2 ... 14.99
SUPER MONACO GP ... 14.99
TAZMANIA 2 - ESCAPE FROM MARS ... 24.99
TERMINATOR ... 17.99
ULTIMATE SOCCER ... 17.99
WINTER OLYMPICS ... 24.99
WOLFCHILD ... 12.99
X-MEN 2 ... 24.99

CONSOLE AND CD DEALS

ATARI JAGUAR 64-BIT CONSOLE WITH JOYPAD AND CYBERMORPH GAME 179.99
STATE OF THE ART CONSOLE WITH 16.7 MILLION COLOUR CAPABILITY AND A PROCESSOR WHICH IS CLAIMED TO BE 55 TIMES FASTER THAN THE MEGADRIVE OR SNES. GENUINE UK VERSION

CONTROL PAD FOR ATARI JAGUAR 22.99

MEGADRIVE 1 WITH SONIC 2 AND 2 SEGA CONTROL PADS 79.99
MEGADRIVE 2 WITH LION KING AND 2 SEGA CONTROL PADS • 105.99
MEGADRIVE 2 WITH SONIC 2 AND 2 SEGA CONTROL PADS 85.99
MEGADRIVE 2 WITH SONIC 3 AND 2 SEGA CONTROL PADS 105.99
MEGADRIVE 2 WITH VIRTUA RACING AND 1 SEGA CONTROL PAD • 114.99

SEGA 32X EXPANSION MODULE FOR MEGADRIVE (WITH £50 COUPONS) 149.99
SLOTS INTO THE CARTRIDGE PORT ON TOP OF THE MEGADRIVE 1 OR 2, ALLOWING USE OF NEW, IMPROVED 32 BIT SOFTWARE

MEGA CD 1 WITH FIFA SOCCER AND EIGHT GAMES... ... ... 189.99
MEGA CD 1 WITH TOMCAT ALLEY AND EIGHT GAMES 174.99
MEGA CD 2 WITH FIFA SOCCER AND EIGHT GAMES... ... ... 189.99
MEGA CD 2 WITH TOMCAT ALLEY AND EIGHT GAMES 174.99
MEGA CD 1 OR 2 CONNECT TO MEGADRIVE 1 OR 2 TO PLAY CD GAMES OR MUSIC CDS

MULTIMEGA WITH FIFA SOCCER & EIGHT GAMES 304.99
MULTIMEGA WITH TOMCAT ALLEY & EIGHT GAMES 289.99
MULTIMEGA IS A SMALL PORTABLE COMBINED MEGADRIVE AND MEGA CD WITH MAINS ADAPTOR. IT PLAYS MEGADRIVE CARTRIDGES, CD'S OR MUSIC CD'S
ALL MEGA CD AND MULTIMEGA DEALS INCLUDE EIGHT GAMES
ROAD AVENGER, SOL FEACE, COBRA COMMAND, COLUMNS, SUPER MONACO G.P, STREETS OF RAGE, GOLDEN AXE, REVENGE OF SHINOBI

GAME GEAR+CASE, COLUMNS & SUPER MONACO GRAND PRIX 76.99
GAME GEAR+CASE, LION KING & SUPER MONACO GRAND PRIX 99.99
GAME GEAR+CASE, SONIC 2 & FOUR FREE GAMES 95.99
FOUR FREE GAMES DEALS INCLUDE
COLUMNS, CHAMPIONSHIP TENNIS, PENALTY KICK & PAN AMERICAN ROAD RALLY
ALL GAME GEAR DEALS INCLUDE
MULTI-COMPARTMENT BLACK PADDED CARRY CASE FOR GAME GEAR, CAMERA ETC

SUPER NES WITH DONKEY KONG COUNTRY AND 1 PAD • 111.99
SUPER NES PLUS SUPER GAMEBOY, FIFA SOCCER1 AND ONE PAD • 119.99
SUPER NES WITH FIFA SOCCER AND 1 CONTROL PAD 95.99
SUPER NES WITH MARIO ALL STARS AND 1 CONTROL PAD •... ... ... 89.99
SUPER NES WITH STARWING AND 1 CONTROL PAD 75.99
SUPER NES WITH STREETFIGHTER TURBO AND 1 CONTROL PAD 75.99
MARIO ALL STARS FEATURES SUPER MARIO 1, 2 AND 3 PLUS LOST LEVELS GAME (ON ONE FOUR-GAME CARTRIDGE)

NINTENDO SUPER GAMEBOY ADAPTOR FOR SUPER NES 44.99
ALLOWS YOU TO PLAY GAMEBOY GAMES ON A SUPER NES, SELECT COLOUR SCHEMES (FOUR COLOURS) AND CREATE AND SAVE YOUR OWN DESIGNS. ENHANCED GAMEBOY TITLES MARKED "SG" WILL PLAY IN FULL COLOUR

GAMEBOY WITH BATTERIES 35.99
GAMEBOY+CASE, TETRIS, SUPER MARIO LAND AND BATTERIES 59.99
GAMEBOY+CASE, WARIO LAND, KIRBY'S DREAMLAND AND BATTERIES ... 62.99
LOGIC 3 MAINS ADAPTOR FOR GAMEBOY 8.99
+CASE GAMEBOY DEALS INCLUDE
MULTI-COMPARTMENT BLACK PADDED CARRY CASE FOR GAMEBOY, CAMERA ETC

PHILIPS CDi 450 ... ... 269.99
TOP LOADING CDi PLAYER WITH INTERNATIONAL TENNIS OPEN AND CONTROL PAD. LOW COST ALTERNATIVE TO ESTABLISHED CDi210, WITH FULL AUDIO CD AND PHOTO CD CAPABILITIES

PHILIPS FMV CARTRIDGE (DIGITAL VIDEO) FOR CDi 450 ... ... 189.99
INCLUDES 7TH GUEST. SIMPLY PLUGS INTO EXPANSION PORT TO ALLOW USE OF VIDEO CD FILMS AND GAMES

PHILIPS CDi 450 PLUS FMV 399.99
CDi(DV) 450 TOP LOADING CDi PLAYER WITH DIGITAL VIDEO (FMV) CARTRIDGE, INTERNATIONAL TENNIS OPEN, 7TH GUEST AND CONTROL PAD. PLAYS VIDEO CD FILMS AND GAMES FEATURING FULL MOTION VIDEO

PANASONIC 3DO WITH MEGA RACE GAME AND ONE CONTROL PAD 385.99
NEW CD BASED CONSOLE WITH
- 32 BIT RISC CPU
- 16.7 MILLION COLOUR PALETTE
- 16-BIT DSP SOUND CHIP AND 3MB RAM
- COMPATIBLE WITH KODAK PHOTO AND AUDIO CD

PANASONIC JOYPAD FOR 3DO 37.99

OVERDRIVE CD ROM FOR AMIGA A1200. ... ... 189.99
EXTERNAL CD ROM DRIVE COMPLETE WITH INTERFACE (PLUGS INTO PCMCIA PORT). RUNS MOST EXISITING CD-32 SOFTWARE, PHOTO-CD, CD AUDIO AND CD+G DISCS. DOUBLE SPEED MULTI-SESSION DRIVE UNIT WITH MOTORISED TRAY LOADING. EXTERNAL POWER SUPPLY ALSO INCLUDED. AMIGA AND CD AUDIO CAN BE MIXED. 1 YEAR WARRANTY. THE WORLD'S FIRST PCMCIA SLOT CD ROM DRIVE FOR THE AMIGA A1200

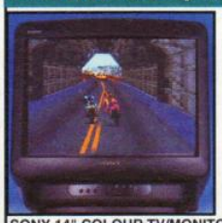
AMIGA A600/A1200 - TEMPORARILY UNAVAILABLE

AMIGA CD32 CRITICAL ZONE PACK... 220.00
WITH MICROCOSM, CANNON FODDER, LIBERATION, PROJECT X, ULTIMATE BODY BLOWS, OSCAR, DIGGERS AND ONE CONTROL PAD
CD32 IS A STATE-OF-THE-ART CD BASED CONSOLE WITH A1200 32-BIT POWER. 262,000 COLOURS FROM 16.7 MILLION PALETTE, 2 MB RAM, FAST 14MHz 68020 CHIP. PLAYS AUDIO CD'S VIA ON SCREEN DISPLAY AND DIGITAL VIDEO CD'S WITH OPTIONAL FMV ADAPTOR. GREAT VALUE.

SX-1 EXPANSION MODULE FOR AMIGA CD32 ... ... 189.99
TRANSFORMS CD-32 INTO A FULLY FUNCTIONAL COMPUTER ALLOWING CONNECTION OF EXTERNAL FLOPPY DRIVE, INTERNAL AND EXTERNAL IDE HARD DRIVE, KEYBOARD, MODEM/SERIAL DEVICES, PRINTERS, RGB MONITORS AND UP TO 8MB MEMORY

EKLIPSE MOUSE FOR AMIGA OR SX-1 CD-32 EXPANSION MODULE 10.99
EXTERNAL DISK DRIVE FOR AMIGA OR SX-1 CD-32 EXPANSION MODULE ... 49.99
64 MB INTERNAL HARD DRIVE FOR SX-1 CD-32 EXPANSION MODULE 119.99
KEYBOARD (WHITE) FOR SX-1 CD-32 EXPANSION MODULE 29.99
4 MB RAM EXPANSION FOR AMIGA SX-1 EXPANSION MODULE 119.99
EASILY INSTALLED TO PROVIDE A TOTAL OF 6MB RAM (ALSO FITS AMIGA A4000)

SCART TV's, MONITORS & LEADS



A SCART TV/MONITOR GIVES A PIXEL-PERFECT, MONITOR-QUALITY PICTURE

SONY KVM1400 14" FST COLOUR SCART TELEVISION/MONITOR
WITH REMOTE CONTROL. 60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.
FREE SCART LEAD
(STATE AMIGA, ST, MEGADRIVE 1 OR 2, SUPER NES, CD32 OR 3DO)

SONY 14" COL TV/MONITOR (GREY) 194.99
SONY 14" COL TV/MONITOR (WHITE) 194.99
SONY 14" COLOUR TV/MONITOR WITH FASTEXT (GREY) 244.99
SHARP 14" TV/MONITOR + FREE SCART LEAD 164.99
PHILIPS CM8833 MK2 14" COLOUR STEREO MONITOR 199.99
WITH BUILT-IN STEREO SPEAKERS (REQUIRES MONITOR LEAD - SEE BELOW)

HI-FI AUDIO LEADS (2 PHONO PLUGS)
AMIGA/CD32/ST TO STEREO 3.99
MEGADRIVE 1 TO STEREO 6.99
MEGADRIVE 2 TO STEREO 9.99
SUPER NES TO STEREO 12.99

MONITOR LEADS
3DO TO PHILIPS CM8833 MKII 9.99
AMIGA CD32 TO PHILIPS CM8833 MKII ... 9.99
AMIGA TO PHILIPS CM8833 MKII 9.99
ATARI ST TO PHILIPS CM8833 MKII 9.99
JAGUAR TO PHILIPS CM8833 MKII 9.99
MEGADRIVE1 TO PHILIPS CM8833 MKII 9.99
MEGADRIVE 2 TO PHILIPS CM8833 MKII 12.99
SUPER NES TO PHILIPS CM8833 MKII 12.99

SCART LEADS
SCART EXTENSION 2 METRES, SCART PLUG TO SCART SOCKET, ALL PINS WIRED 11.99
2-WAY SCART SPLITTER BOX. 2 X SCART SOCKET TO 1 X SCART PLUG 11.99
3DO TO TV WITH SCART INPUT 9.99
AMIGA CD32 TO TV WITH SCART INPUT 9.99
ATARI ST TO PHILIPS TV WITH SCART 9.99
ATARI ST TO SONY TV WITH SCART ... 9.99
JAGUAR TO TV WITH SCART INPUT ... 14.99
MEGADRIVE 1 TO TV WITH SCART 9.99
MEGADRIVE 2 TO TV WITH SCART 9.99
SUPER NES TO TV WITH SCART 9.99
TV TO VIDEO (SCART TO SCART) 9.99

SUPER NES EXTRAS

ASCIIPAD SN JOYPAD FOR SNES. WITH SLOW MOTION AND TURBOFIRE **12.49**

QUICKJOY SN PROGRAM PAD PROGRAMMABLE JOYPAD HOLDS UP TO THREE PRESET MOVES IN MEMORY FOR SPECIAL MOVES USING MORE THAN ONE BUTTON **19.99**

NINTENDO CONTROL PAD FOR SUPER NES **16.99**

QUICKJOY SN PROPAD FOR SUPER NES WITH SLOW MOTION & TWO SPEED AUTOFIRE **12.99**

SUPER ADVANTAGE JOYSTICK FOR SNES. WITH SLOW MOTION, TURBOFIRE AND AUTOFIRE **20.99**

PHASE 9 OBLITERATOR 2 SPEED AUTOFIRE AND SLOW MOTION **12.49**

SAITEK MEGAPAD 2 FOR SNES WITH AUTOFIRE AND SLOW MOTION **6.99**

QUICKJOY SN PROGRAM JOYSTICK FOR SUPER NES PROGRAMMABLE WITH AUTOFIRE AND SLOW MOTION **24.99**

FIGHTER STICK SN FOR SNES. ARCADE STYLE JOYSTICK WITH AUTO FIRE, TURBO FIRE AND SLOW MOTION **24.99**

PHASE 9 MULTI PLAYER ADAPTOR FOR 4-PLAYER GAMES) 14.99
NINTENDO STEREO AUDIO/VISUAL LEAD FOR SUPER NES (INCLUDES SCART/EURO CONNECTOR AND RED/YELLOW/WHITE PHONO STEREO & VIDEO LEAD) 16.99
DUST COVER FOR SUPER NES 5.49

MEGADRIVE EXTRAS

LOGIC 3 SPEEDPAD FOR MEGADRIVE 6 BUTTON JOYPAD WITH AUTOFIRE **9.99**

QUICKJOY SG PROPAD 2 6 BUTTON JOYPAD WITH AUTOFIRE & SLOW MOTION **14.99**

TURBO 2 RAPID FIRE MEGADRIVE JOYPAD (WITH AUTOFIRE & SLOW MOTION **6.99**

ASCIIPAD 6 BUTTON JOYPAD FOR MEGADRIVE WITH SLOW MOTION &TURBO FIRE **14.49**

PHASE 9 GRADUATE 6 BUTTON JOYPAD WITH AUTOFIRE & SLOW MOTION. **12.99**

SAITEK MEGAMASTER SG6 6 BUTTON JOYSTICK WITH AUTOFIRE & SLOW MOTION **16.99**

FREEWHEEL STEERING WHEEL PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. **19.99**

FIGHTER STICK MD-6, ARCADE STYLE JOYSTICK WITH AUTOFIRE TURBO FIRE & SLOW MOTION. **24.99**

SEGA 32X EXPANSION MODULE FOR MEGADRIVE (INCLUDES £50 COUPONS) 149.99

AMIGA EXTRAS

OVERDRIVE V.3 HIGH SPEED HARD DRIVES FOR A1200 AND A600
"THE FASTEST DRIVE EVER REVIEWED BY CU" 3.5" QUALITY IDE HARD DRIVE. AVERAGE ACCESS TIME 12MS. STYLED TO MATCH AMIGA. EASY INSTALLATION - PLUGS INTO PCMCIA SLOT. AQ TOOLS AND 1 YEAR WARRANTY (NOW FOR A600 TOO)

OVERDRIVE V.3 **170 MB** EXTERNAL HARD DRIVE FOR AMIGA A1200 OR A600 ... **199.99**
OVERDRIVE V.3 **420 MB** EXTERNAL HARD DRIVE FOR AMIGA A1200 OR A600 ... **244.99**

INTERNAL HARD DRIVES FOR AMIGA A1200 & A600
HARD DRIVES: HIGH SPEED 2.5" DRIVE, 15 MS ACCESS TIME (APPROX).
1 YEAR WARRANTY. KIT COMPLETE AND EASY TO FIT. DRIVES FULLY PREPARED
NOTE THAT OPENING YOUR AMIGA MAY INVALIDATE THE WARRANTY.

INTERNAL DRIVES FOR AMIGA A1200
64 MB WITH 32K CACHE **119.99**
80 MB WITH 64K CACHE **134.99**
120 MB WITH 64K CACHE **169.99**

INTERNAL DRIVES FOR AMIGA A600
64 MB WITH 32K CACHE **119.99**
80 MB WITH 64K CACHE **134.99**
120 MB WITH 64K CACHE **169.99**

ALFAMEGAMOUSE 400 400 DPI, HIGH QUALITY MOUSE **13.49**

EKLIPSE MOUSE, MICROSWITCHED 290 DPI **10.99**

MOUSE MAT WITH SPONGE BACKING **4.99**

SWIFT TP200 JOYPAD TURBO & AUTOFIRE **9.99**

COMPETITION PRO EXTRA CLEAR BASE, MICROSWITCHED WITH AUTOFIRE **11.99**

QUICKSHOT 137F PYTHON WIT AUTOFIRE **9.99**

EXTERNAL 3.5" DISK DRIVE FOR AMIGA.....**49.99**

HEAVY discounts
HUGE range
10am to 8pm Daily
Special Reserve — The Discount Club
FREE - 16 page colour catalogue - just phone
0279 600204
Order by fax on 0279 726842 - we'll fax back to confirm receipt

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN
Members receive our 48-page Colour Club Magazine bi-monthly. Each issue reviews a selection from our extensive range and includes at least £30 worth of coupons for additional savings on top products. Members are under no obligation to buy anything.

MEMBERSHIP FEES	UK	EC	WORLD
ONE YEAR (6 MONTHS)	7.00 (4.00)	9.00 (6.00)	11.00 (7.00)

One year price includes six issues of Special Reserve magazine with £180 of XS Coupons

All prices include VAT and 2-3 working day carriage to UK mainland
Software and peripherals are sent by post, hardware by White Arrow
Allow one or two days for processing and despatch of stock items
We issue confirmations of all orders received

Overseas orders must be paid by credit card
Hardware items (battery or mains) are only supplied to the UK mainland
Overseas surcharge £2.00 per software item or **25%** on other items

FFID

(BLOCK CAPITALS please)
Name & Address _____
ULTIMATE
_____
_____
_____
_____ Postcode _____
If Mac or PC please state DISK or CD ROM
Phone No _____ Machine _____
Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)
item _____
item _____
item _____
item _____
Please use this box to add any **optional** fast delivery charge
1st Class Post 40p per posted item or **£10 overnight hardware**
ALL PRICES INCLUDE UK POSTAGE & VAT £
Cheque/P.O./Access/Mastercard/Switch/Visa

CREDIT CARD EXPIRY DATE _____ SIGNATURE _____ SWITCH (ISSUE NO_____)

Cheques payable to: **SPECIAL RESERVE at**
P.O. BOX 847, HARLOW, CM21 9PH

Inevitably some games listed may not yet be available. Please phone to check availability. Prices and offers may change without prior notification. SAVE = Saving off full retail price. PRICES CORRECT AT TIME OF GOING TO PRESS. 8.12.94 E .& O.E. Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.

Special Reserve — The Discount Club
HUGE range of hardware, software, books, peripherals and leads for PC, CD Rom, Amiga, CD32, Sega, Nintendo, Atari, Apple, Sony, Philips and 3DO. All official UK products, all at HEAVILY discounted prices
Order by post, or by phone or come to one of the Special Reserve
OPEN 10am to 8pm CLUB SHOPS 7 DAYS A WEEK
43 Broomfield Rd CHELMSFORD near the bus station
The Maltings SAWBRIDGEWORTH near the train station
Over 200,000 people have joined Special Reserve

SUPER AMIGA CD SX-1 BUNDLE 2/0
480.00
COMPRISES
- CD32 STATE-OF-THE-ART CD CONSOLE
- SX-1 EXPANSION MODULE
- EXTERNAL 3.5" DISK DRIVE
- KEYBOARD, MOUSE AND JOYPAD
- MICROCOSM, CANNON FODDER, LIBERATION, PROJECT X, ULTIMATE BODY BLOWS, OSCAR & DIGGERS

ALL THE POWER AND FLEXIBILITY OF AN AMIGA A1200 COMBINED WITH THE CAPABILITIES OF A CD32. RUNS AMIGA OR A1200 DISKS AND AMIGA CD32 CD's. INPUT IS FROM KEYBOARD, JOYPAD OR MOUSE INCLUDED, OR ANY AMIGA JOYSTICK. PLAYS AUDIO CD'S VIA ON SCREEN DISPLAY. (CD32 CONTAINS THE HEART OF AN A1200, SO BY INCLUDING A KEYBOARD AND DISK DRIVE THIS BUNDLE GIVES YOU A COMPUTER AND CD CONSOLE COMBINED)

UPGRADEABLE BY ADDING
- 4 MB OF RAM
- INTERNAL 2.5" HARD DRIVE (A1200 VERSION)
- FULL MOTION VIDEO (STD CD32 FMV CART) TO PLAY DIGITAL VIDEO MUSIC OR MOVIE CD's

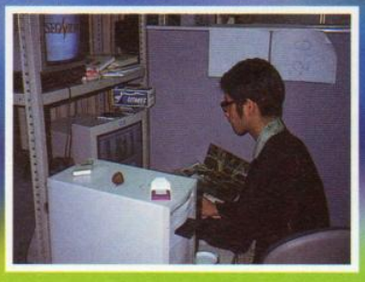
••• VERY SPECIAL DEAL •••
PLUS PACK - ONLY WHEN YOU BUY A CD32 OR CD32/SX1 BUNDLE
PLUS THREE PACK FOR CD32 ... ... JUST ADD 29.99
CONTAINS ONE COMMODORE CONTROL PAD, ELITE 2 AND TRIVIAL PURSUIT CD's

JVC Special

There's Sega's Saturn and then there's the V.S

◀ A spokesman for JVC demonstrates *Panzer Dragoon* on the gloriously delectable V.Saturn. Very nice it is too.

◀ The V.Saturn has identical joypads and, in fact, identical everything. The only real difference is in colour.



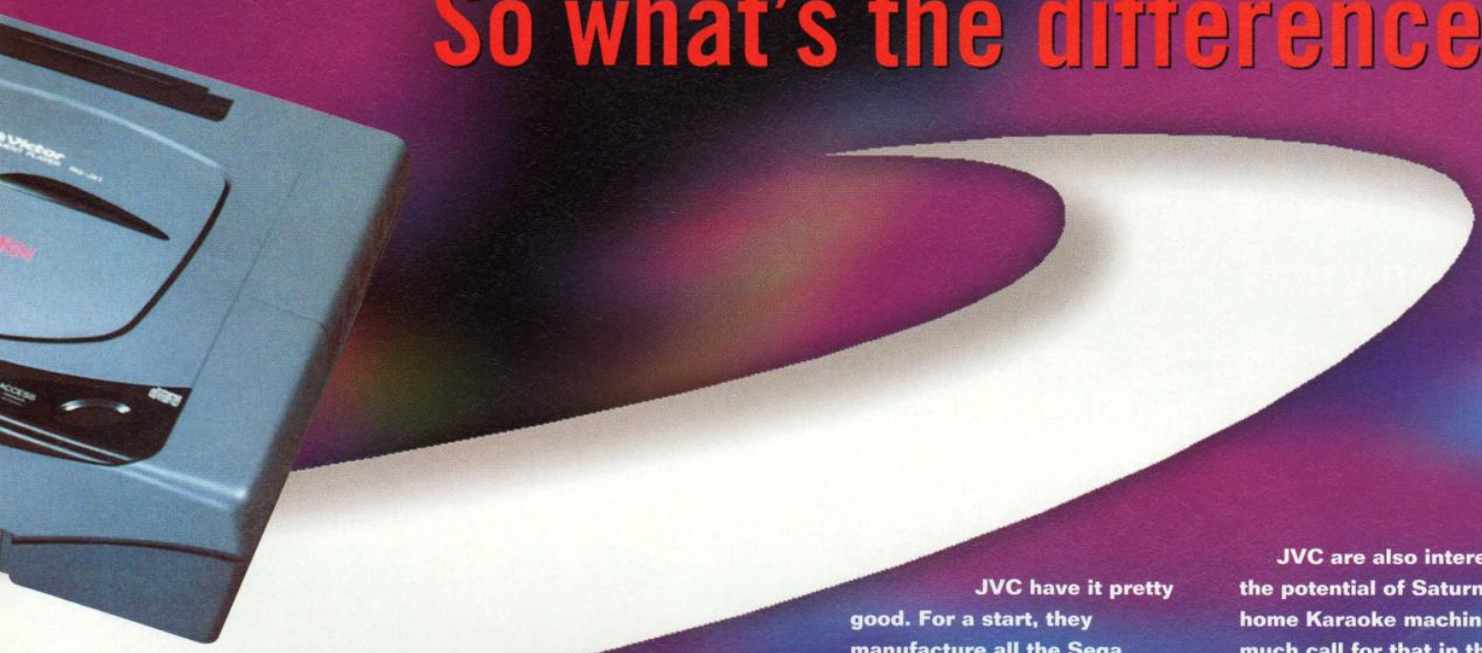
◀ A JVC programmer is huddled over a monitor, slaving away in this case on a new polygon boxing sim, as yet unnamed.

◀ Even the loading screens are identical on the V.Saturn, which begs the question – why buy one machine and not the other?

Over 18's-only NB:
Incidentally, the good news for filth fans is that JVC and a number of other companies will be releasing some high quality (I wonder what criteria they're using to define "high quality"?) naughty movies and games.

Saturn...

So what's the difference?



It's no longer a simple toss up between a Saturn and a PlayStation. If you want a Saturn you've got a choice. There's Sega's own machine, and then there's JVC's V.Saturn. That's V for Victor as in Japan Victor Company – JVC. Get the idea?

The *Ultimate* crew were invited to visit JVC's video game headquarters in Tokyo in Japan. Victor, it seems, are about to become a quiet, but potent, force in the world of home entertainment, largely thanks to their version of the Sega Saturn, the attractive and aptly named V.Saturn. This is JVC's third hardware development. They started hardware development in the mid-'80s with the ill-fated MSX, and moved from there to the equally disastrous WonderMega – a MegaDrive and CD unit in one.

Victor have got it right...

...this time, though. At least, that's how it's looking. The chance to manufacture a Saturn-compatible machine gives them real muscle in a market previously dominated by the mighty Nintendo.

The Saturn has already proved to be a smash hit and the good news for Victor is that they'll probably take half the sales. The V.Saturn's in as much demand as the Sega model.

JVC have it pretty good. For a start, they manufacture all the Sega machines, using JVC and Hitachi components.

And, the fact is, the V.Saturn actually looks better than the Sega machine. Although both consoles are identical in term of their shape and innards, the JVC unit sports nicer colours and less horrible logos. It's dead trendy.

One important fact...

...that JVC revealed to us was the existence of an MPEG cart for the Saturn. Once installed, this nifty bit of kit will allow Saturn owners to watch CD movies on their machine.

There's quite a range now and this could be the Multimedia choice of 1995. MPEG means that the V.Saturn will be pitched directly against the likes of CD-i and 3DO.

JVC are also interested in the potential of Saturn as a home Karaoke machine. Not much call for that in the UK, but we could be converted – a bit of "Are you lonesome tonight?" followed by a spot of *Virtua Fighter* could be just the ticket.

JVC currently have five...

...Saturn games in development. One is a rather amazing-looking boxing game and the other, a horse racing simulator, will also turn up on the PlayStation.

JVC are in a unique position. They can develop on any format they wish, scooping up barrels of cash from both sides of the fence.

As their 16-bit development slows down, they can concentrate on the next wave of machines.They're still working on SNES games like *Time Cop* and the 16-bit machines will continue to be supported, but 32-bit is where it's at.

PRICE ! CHOICE ! QUALITY ! SERVICE !

These have made us one of the largest suppliers of computer games in the country today!

MEGADRIVE

Addams Family Values	£33·99
Animaniacs	£32·99
Aladdin	£39·75
Andretti Racing	£39·99
Baliz	**£24·99**
Beast Ball	£32·99
Bubsy The Bobcat	£19·50
Bubsy 2	£32·99
Cannon Fodder	£35·99
Captain Havoc	£33·99
Chuck Rock 2	£36·99
Combat Cars	£25·99
Cool Spot	£22·99
Corporation	£17·99
Dino Dini's Soccer	£36·99
Double Dragon 5	£37·99
Dragon	£37·99
Dragons' Revenge	£32·99
Dune 2	£41·99
Dynamite Headdy	£36·99
Earthworm Jim	**£43·99**
Ecco 2 - The Tides of Time	£36·99
FIFA International Soccer	£34·99
FIFA Soccer '95	**£36·99**
Flink	£33·99
Flintstones (NEW)	£32·99
Fun & Games	£35·99
Generation Lost	£33·99
Hurricanes	£36·99
IMG International Tennis	**£24·99**
Indiana Jones 3	£18·99
Indycar with Nigel Mansell	£42·99
Jelly Boy	£36·99
Jimmy White's Snooker	£25·99
Jungle Book	£36·99
Jurassic Park – Rampage Edition	£35·99
Kawasaki Superbikes	£32·99
Kick Off 3	£36·99
Lawnmower Man	£33·99
Lethal Enforcers 2	£36·99
Lemmings 2	£39·99
Lion King	£39·99
Lost Vikings	£35·99
Man Overboard	£32·99
Maximum Carnage	£41·99
Mega Bomberman	**£32·99**
Mega Morph	£32·99
Mega Turrican	£32·99
Michael Jordan's Adventure	£36·99
Mickeymania	£39·99
Mickey and Donald World of Illusion	£19·75
Micro Machines 2	**£35·99**
Mighty Max	£32·99
Mortal Kombat 2	**£43·99**
NBA Live '95	£36·99
NFL Madden '95	£36·99
NHL '95	£36·99
Pagemaster	£39·99
Paperboy 2	£21·99
Pebble Beach Golf	£33·99
Pete Sampras Tennis	£35·99
Pitfall	£39·99
PGA Tour Golf 3	£36·99
Power Rangers	£36·99
Powerdrive	£32·99
Puggsy	£29·99
Probotector	£36·99
Psycho Pinball	£35·99
Radical Rex	£33·99
Ranger X	£22·99
Red Zone	**£36·99**
Rise of the Robots	£45·99
Robocop 3	£22·99
Robocop vs Terminator	£19·99
Rugby World Cup '95	£35·99
Second Samurai	£32·99
Shaq Fu	£45·99
Shining Force 2	£39·99
Sonic & Knuckles	**£39·99**
Sonic 2 & Bubsy The Bobcat	£33·99
Sonic 3	£38·99
Sonic 1	£14·99
Sparkster (RKA 2)	£32·99
Streets of Rage 3	£39·99
Strider 2	£18·99
Subterrania	£36·99
Super Fantasy Zone	£17·99
Super Kick Off	£19·50
Super Streetfighter 2	**£46·99**
Sylvester & Tweety	£36·99
Syndicate	£40·99
Tazmania 2: Escape From Mars	**£36·99**
Terminator 2: Judgement Day	£21·99
Tiny Toons Acme All Stars	£32·99
Troy Aikman	£32·99
Unnecessary Roughness '95	£33·99
Ultimate Soccer	£21·99
Urban Strike	**£36·99**
Virtual Bart	£42·99
Virtual Racing	£58·99
Winter Olympics	£23·99
Wolverine	£42·99
WWF Raw	£48·99
Yogi Bear	£36·99
Zero Tolerance	£35·99
Zombies	£33·99

32X

Special New Year Offer

32X Expansion Module & £50 money off vouchers for 32X games	**£152.99**
Cyberbrawl	£CALL
Doom	£50.99
Stellar Assault	£CALL
Super Afterburner	£CALL
Star Wars Arcade	£50.99
Super Space Harrier	£50.99
Tempo	£CALL
Virtua Racing Deluxe	£50.99

MANY MORE GAMES ON THE WAY!!
RING FOR LATEST NEWS!!

GAME GEAR

Chuck Rock 2	£13·99
Cosmic Spacehead	£15·99
Defenders of the Oasis	£13·99
Desert Speed Trap	£16·99
Dragon	£25·99
Dynamite Headdy	£CALL
Ecco 2 – The Tides of Time	£24·99
Ernie Els Golf	£24·99
Excellent Dizzy Collection	£25·99
Fantastic Dizzy	£14·99
FIFA Soccer	£29·99
Global Gladiators	£12·99
Jurassic Park	**£15·99**
Lion King	£24·99
Lemmings 2	£32·99
Master of Darkness	£13·99
Mickey Mouse	£16·50
Mickeys Ultimate Challenge	£22·99
Mortal Kombat 2	£30.99
Outrun Europa	£12·50
NBA Jam	£31·75
Olympic Gold	£13·99
Pete Sampras Tennis	£24·99
PGA Tour Golf 2	£25·99
Power Rangers	£24·99
Ren & Stimpy	£26.99
Rise of the Robots	£25·99
Road Rash2	£25·99
Robocod	£16·99
Shinobi 2	£13·99
Sonic Chaos	£24·99
Sonic Triple Trouble	£24·99
Spiderman	£24·99
S.S. Lucifer	£23·99
Star Wars	£24·99
Streets of Rage 1	£10·99
Strider 2	£16·99
Tazmania	£24·50
Terminator 2: Judgement Day	£27·99
Winter Olympics	£24·99
Wonderboy in the Dragons Trap	£9·99
World Cup USA '94	£24·99
World Class Leaderboard	£12·99
X-Men 2	£24.99
Zool	£24·99

3D0

3DO + Pebble Beach Golf	£384·99
Battle Chess	£35.99
Burning Soldier	£34·99
Demolition Man	£32.99
Dragons Lair	£34·99
Escape from Monster Manor	£32.99
Family Feud	£35.99
FIFA Soccer	**£38·99**
Flying Nightmares	£Call
Gex	£36.99
John Madden Football	£35·99
Mega Race	£38·99
Need for Speed	**£38·99**
Night Trap	**£32.99**
Off-World Interceptor	£34·99
PaaTank	£33.99
Pebble Beach Golf	£35·99
Powerslide	£35·99
Powers Kingdom	£34.99
Rebel Assault	£36.99
Road Rash	£38·99
Samurai Showdown	£36.99
Sewer Shark	£32.99
Sherlock Holmes	£35·99
Shock Wave	£38.99
Slayer Dungeons & Dragons	£38.99
Soccer Kid	£28·99
Star Control 2	£33·99
Super Wing Commander	£32·99
Super Street Fighter X	£50.99
Street Fighter 6 Button Pad	£27.99
Syndicate	£38.99
The Horde	£33·99
Theme Park	**£38·99**
Total Eclipse	£33.99
Twisted Gameshow	£35·99
Virtuoso	£34.99
Way of the Warrior	£38.99
World Cup Golf	£34.99

SNES

100% Adventure	£39·99
Arch MaCleans Super Drop Zone	£39·99
Brett Hull Hockey	£44·99
ClayMates	£35·99
Cool Spot	£24·99
100% Combat	£42.99
Dino Dini's Soccer	£39·99
Earthworm Jim	**£49·99**
ESPN Baseball	£39·99
Hebereke's Popoon	£36.99
FIFA Soccer	£35·99
Hurricanes	£40·99
Kick Off 3	£40·99
Lemmings 2	£47·99
Lion King	**£47·99**
Madden '95	£39·99
Mario is Missing	£39·99
Mickey Mania	£47·99
Micro Machines	£39·99
NBA Live '95	£44·99
NHL '95	£39·99
Pagemaster	**£43·99**
Powerdrive	£36·99
100% Racing	£39·99
Shadow	£40·99
Street Racer	**£35·99**
Stunt Race FX	£39·99
Super Bomberman 2	£39·99
Super Mario Cart	£33·99
Super Return of the Jedi	£49.99
Syndicate	£36·99
Troy Aikman	£44·99
Vortex	£47·99
X Kalibre	£39·99

MEGA CD

Another World 2	£36·99
Battlecorps	£36·99
Batman Returns	£39·75
Beast 2	£29·99
Brutal Paws of Fury	£33·99
Chuck Rock	£33·50
Cliffhanger	£29·99
Double Switch	£35·99
Dracula	£29·99
Dune	£37·50
Ecco 2 – The Tides of Time	£36·99
ESPN Baseball	£33·99
Fahrenheit	£35.99
FIFA International Soccer	£34·99
Final Fight	£33·99
Flink	£32.99
Flux (Juice)	£36·99
Ground Zero Texas	£40·99
Jonny Mnemonic	£35·99
Jurassic Park	£38·99
Lethal Enforcers 2	£32·99
Links Golf	£35·99
Mega Race	£32·99
Mickeymania	£35·99
Microcosm	£39·75
Mortal Kombat	**£42·99**
Mystery Mansion	£37·99
Nightrap	£39·75
No Escape	£36·99
Nova Storm	£32·99
Prince of Persia	£37·99
Rebel Assault	£39·99
Rise of the Robots	£39·99
Sensible Soccer	£29·99
Snatcher	£32·99
Soul Star	£35·99
Tomcat Alley	£36·99
Wolfchild	£19·75
World Cup USA '94	£27·99
3 Ninjas Go To Japan	£33·99

0924 473157
SALES HOTLINES OPEN SEVEN DAYS A WEEK

NO MEMBERSHIP FEE

- ✔ WE PROVIDE ONE OF THE FASTEST DELIVERY SERVICES AROUND. TRY US AND SEE
- ✔ ALL ITEMS ORDERED FROM US ARE FULLY INSURED AGAINST LOSS OR DAMAGE
- ✔ ALL ITEMS LISTED ARE NORMALLY IN STOCK AND ARE DESPATCHED THE SAME DAY WHENEVER POSSIBLE
- ✔ ALL GOODS ARE FULLY GUARANTEED. IF AN ITEM DOESN'T WORK AS IT SHOULD, WE'LL REPLACE IT IMMEDIATELY AT NO COST TO YOU
- ✔ 1000S OF TITLES AVAILABLE, IF YOU CAN'T SEE THE ITEM YOU WANT, PLEASE RING AS STOCK ARRIVES DAILY. GAMES AVAILABLE FOR ALL TYPES OF GAMES MACHINES
- ✔ ORDER BY PHONE, FAX OR THROUGH OUR EXCLUSIVE FREE POST SERVICE

HARDWARE

New 32X Add-on for Megadrive	£152.99
Pebble Beach Golf	£384·99
Neo Geo CD & Fatal Fury	£385·00
Megadrive 2 & Sonic 3	£119·99
Megadrive 2 & 2 Pads	£84·99
Megadrive 2 & Lion King	**£109·99**
Game Gear and Chuck Rock 2	£74·99
Game Gear only (No games)	£67.99

0924 473157
ORDER HOTLINES (ALSO FAX 0924 473157)

- ✔ LINES OPEN 9AM-8PM MON-FRI, 9AM-7PM SAT, 10·30AM-4PM SUN. ANSWERPHONE ALL OTHER TIMES
- ✔ ORDER BY CREDIT CARD, CHEQUE, POSTAL ORDERS OR CASH (PLEASE SEND CASH IN A REGISTERED ENVELOPE FOR YOU OWN PROTECTION)
- ✔ NEXT DAY DELIVERY AVAILABLE. PLEASE ENQUIRE

CUT OUT THIS ORDER FORM TODAY AND POST TO: GAMEPLAY, FREEPOST LS5924, BATLEY, W YORKS WF17 7BR

NAME _____

ADDRESS _____

_____ POSTCODE _____

TEL _____ MACHINE _____

SIGNATURE _____

CASH ☐ CHEQUE ☐ P/O ☐ CARD ☐

BANK CARD OR CREDIT CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Access VISA DELTA

ITEM	PRICE
	£
	£
	£
	£
	£
	£
P&P	£
TOTAL	£

Please add £1 for P&P per game, £5 per console. Postage is free if ordering more than one game

EXPIRY DATE ☐☐/☐☐

CHEQUES PAYABLE TO 'GAMEPLAY', PRICES CORRECT AT TIME OF GOING TO PRESS. E & OE. UFG2

You keep on asking us, so finally we reveal all. Discover exactly which consoles and what software the Ultimate crew would spend its leftover Christmas money on, in...

New Year's Revelations

Because we bet that old git Santa didn't get you what you wanted. Why? Possibly because he doesn't exist, but also because Santa's 'link' with your folks doesn't extend to knowing everything about 32-bit consoles. But now that your pockets are jingling with Chrimbo cash, we're going to tell you what (and what not) to spend it on.

Overview

Spoilt brats

For people who have oodles of cash, like Lottery winners, or people who live in Berkshire. As a result, they will probably opt for the high-end next generation consoles...

Sega Saturn

Expensive and powerful, Sega's 32-bit Saturn is a prime mover in Japan at the moment.

PRICE: £600-ish, on import.

APPEARANCE: Limpet bomb from a mid-'80s sci fi film.

AVAILABILITY: Reasonable – phone importers for the best price in the UK.

UNDER TV SEX FACTOR: 9/10

PROSPECTS: Great. But the Jap version probably won't work with UK games, so don't blame us when it happens. An MPEG decoder is on its way, so you'll be able to watch Full Motion Video movie CDs.

HOT GAMES: Right now, *Virtua Fighter*, *Clockwork Knight* and erm... Well, admittedly these are the best games available at present, but *Daytona USA* and (much) later on *Virtua Fighter 2* will become available.

STINKY GAMES: Any of the adventure games, including *Myst* and *WanChai Connection*, largely because of the amounts of Japanese text. And avoid *Gale Racer*, it's rubbish.

Game most likely to appear: *Virtua Fighter 3*
Game least likely to appear: *Football Manager 3*

Overall Rating: ★★★★

Sony PlayStation

Wahoo! Sony's first entry into the video games market is a fab bit o' kit, almost worth the price.

PRICE: £600-ish, on import.

APPEARANCE: Just about big enough to fit around a CD.

AVAILABILITY: Slim (like the machine). Phone importers and only order if you can get a delivery date guaranteed.

UNDER TV SEX FACTOR: 10/10

PROSPECTS: Unreal. Everybody loves it, including developers and the price of software is reasonable. Import games cost less than carts. Great games on the way.

HOT GAMES: Right now, the catalogue is much better than the Saturn's with a variety of games available. *Ridge Racer*, *Toshinden* and *Raiden* are essential and *Motor Toon Grand Prix* and *Parodius* and...

STINKY GAMES: Again, any adventure games, but avoid *Crime Crackers*, *Mah Jong* and *Tama*. Most early games show off the machine well enough, but not gameplay.

Game most likely to appear: *Le Mans*
Game least likely to appear: *Lemmings*

Overall Rating: ★★★★★

3DO

Trip Hawkins fully intended to take over the world with his powerful 32-bit console. How will it fare with the release of the Sony and Sega machines?

PRICE: £400

APPEARANCE: Variable, but the original Panasonic unit looks like the interior of a 1930s cinema.

UNDER TV SEX FACTOR: 7/10

AVAILABILITY: Good. Check your high street or games shop.

PROSPECTS: Better now that the machine has taken off in Japan. Stuff like *Need For Speed* and *Super Street Fighter 2 X* really show off what the machine can do. The upcoming games are mostly fab.

HOT GAMES: *Need For Speed*, *Road Rash*, *John Madden* and *Super Street Fighter 2X* while most things from Electronic Arts are cool.

STINKY GAMES: Far too many to mention, but avoid at all costs *Ultraman*, *Shock Wave*, *Gridders*, *Way of The Warrior* and *Pataank*.

Game most likely to appear: *Road Rash 2*
Game least likely to appear: *Jesus of Nazareth*

Overall Rating: ★★★★

Neo Geo CD

The new, more affordable CD version of the "console for connoisseurs" (ie, it's expensive) the Neo Geo.

PRICE: £400

APPEARANCE: Classic, sleek, black box.

UNDER TV SEX FACTOR: 8/10

AVAILABILITY: Good, Planet Distribution (☎ 071 537 3333) sell the official PAL machine, with power supply and leads.

PROSPECTS: Smart. The Japanese love it, the machine will be supported in Europe and the games are cheaper than their cartridge based predecessors. If you like beat-'em-ups, fine, but the release schedule doesn't contain much else.

HOT GAMES: *Samurai Shodown 2*, *Art of Fighting 2*, *King of Fighters '94*, *Thrash Rally*, *Magician Lord* and *Super Sidekicks* all have plenty to offer the experienced gamer.

STINKY GAMES: *Bowling* and *Blue's Adventure* look good but are too easy. *Nam '75* is awful.

Game most likely to appear: *Brothers of the Kings of the Samurai Kick Boxers.*
Game least likely to appear: *Kerr-Plunk*

Overall Rating: ★★★★

Average Joe

A bit of money, saved hard by working down 't pit, eating coal sandwiches and living in the middle of the road. In a crisp packet. Crisp packet? Luxury! Etc....

Mega 32X

Sega's add-on is strictly for game-starved Mega Drive owners. A bit of an anomaly, it has to, by its very nature, compete with the Saturn for market share. A fact Sega firmly deny. Still, it's reasonably priced.

PRICE: £170 (told you so)

APPEARANCE: Magic mushroom.

UNDER TV SEX FACTOR: 5/10 (it likes cool, dark corners)

AVAILABILITY: No shortages!

PROSPECTS: Iffy. It really depends on early sales. There are plenty of software firms behind it, but they really want to concentrate on Saturn and PlayStation development. Industry feeling is that this is a bit of a detour and nothing more.

HOT GAMES: *Doom* and *Mortal Kombat 2* are cool, but there isn't really much else around at the moment.

STINKY GAMES: *Space Harrier*, *After Burner* and *Cosmic Carnage* are all duff. The *Virtua* games (*Star Wars* and *Racing*) are okay, but nowhere near as good as the arcade machines.

Game most likely to appear: *Sonic Kombat 2*
Game least likely to appear: *Virtua Fighter 2*

Overall Rating: ★★★

Amiga CD 32

Commodore no longer exist, but their legacy of crap consoles, begun by the 64GS, continues. Badly-designed, ill-conceived and poorly-supported, the CD32 crashes in the same way as an Amiga, only more frequently.

PRICE: £300

APPEARANCE: Bulky

UNDER TV SEX FACTOR: 2/10 (it probably wouldn't fit).

AVAILABILITY: Check out car boot sales.

PROSPECTS: Awful. Even if the machine sells loads, it will suffer from a constant diet of Amiga conversions, no original product and no support from the likes of Capcom or Konami.

HOT GAMES: The Amiga greats, like *Cannon Fodder* and *Sensible Soccer*, as well as 3D *Defender* thingy, *Guardian*. But they're all just as good on the A1200, anyway.

STINKY GAMES: Almost every single one, certainly when compared to their Japanese console counterparts.

Game most likely to appear: Any old Amiga game.
Game least likely to appear: Anything that hasn't been on the Amiga.

Overall Rating: ★

Jaguar

Atari's return to console-dom, over ten years after the VCS, was hailed as a glorious success... by Atari, mind you. It's a fine machine with great sound and plenty of power. Not as well-muscled as Saturn and PlayStation, but pretty potent. The joypad's pump, though.

PRICE: £250

APPEARANCE: Hi-tech toilet seat.

UNDER TV SEX FACTOR: 6/10

AVAILABILITY: No problem.

PROSPECTS: Good. It's finally selling well – stuff like *Doom* and *Iron Soldier* show off what the console can do. And the new deal between Sega and Atari (see news last issue) could lead to some very exciting developments. Maybe.

HOT GAMES: *Doom*, *Doom*, *Sensible Soccer*, *Doom*, *Iron Soldier*, *Doom*, *Tempest* and, er, *Doom*. Did we mention *Doom*?

STINKY GAMES: *Kasumi Ninja*, *Checkered Flag*, *Club Drive*, *Syndicate*, *Air Cars*, *Double Dragon V*, the list goes on....

Game most likely to appear: *Doom 2*

Game least likely to appear: *Sonic* (despite the Sega deal)

Overall Rating: ★★★

Tiny Tims

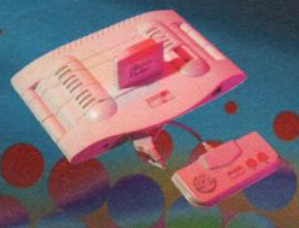
So you're skint? Don't panic. There's still some great gaming action for minimum dosh...

Super NES

The advent of *Donkey Kong Country* has put the SNES firmly back on the map, and it's now possible to pick up a SNES bundled with *Street Fighter Turbo* or *Starwing* for the measly sum of £80! Not bad!

Mega Drive

A tad shabbier than the SNES, the 'Drive has the advantage of being upgradeable, with either Mega CD or 32X. The games aren't too bad, and with *Sonic* bundle packs starting at around £80, it represents cool value.

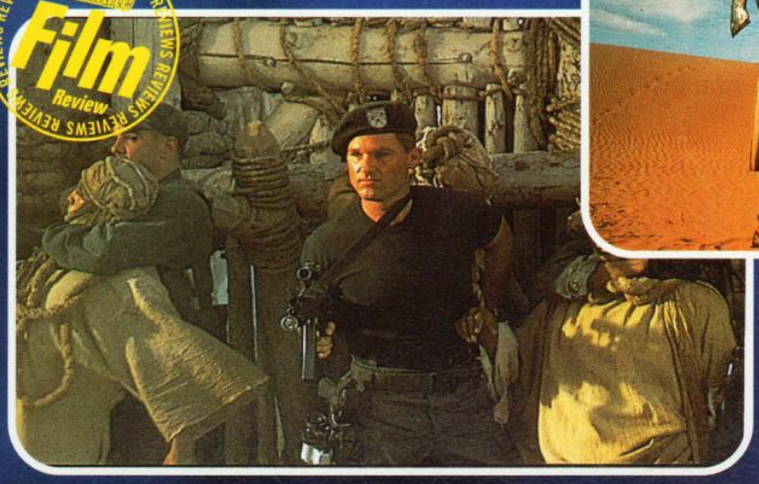


Amstrad GX4000

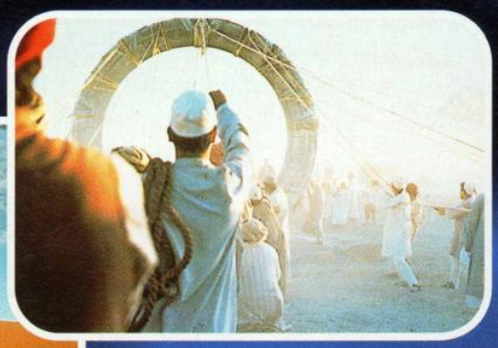
Amstrad's 8-bit stunner is still going strong and...(*That's enough post Christmas shopping – Ed.*)

Ultimate Hyper Vision

Reckon you can tear yourself away from your console for a while? You wanna know a good reason why you should? 'Cos there's some great stuff happening down your local cinema emporium. There's some rubbish as well, so don't take the risk... let us guide you through the latest action flicks...



▲ Kurt Russell spends most of the film looking like he'd rather be elsewhere.



◄▲ It's all a bit like a bad *Doctor Who* episode that's been given a big budget. And it's all been shot in a big sand-pit as opposed to a big gravel pit. Ho hum.

Stargate

Starring: . . . James Spader, Kurt Russell, and that woman who was a bloke in the *Crying Game* (oops, sorry, if you haven't seen the *Crying Game*).

Director: . . . . Roland Emmerlich

Certificate: . . PG

Don't, whatever you do, go and see this film. No, honest. You won't like it. Even if you think, "ah, it's just a crap old sci fi film, but at least there must be some good action," you're wrong. There isn't any action for about the first hour, and when it starts, it's rubbish.

Basically, this is a bunch of clichés given a big budget. The special effects are okayish, but don't make up for the corniest plot ever. James Spader is an Egyptologist who works out how to activate a Stargate that takes him and a bunch of US marines to the other side of the universe.

They arrive on a desert planet populated by rent-a-native employees in designer rags. Then along comes the villain in a pyramid-shaped spaceship and the story limps along from there.

A monumentally awful film, not even "so bad, it's a laugh".

▲ The villains are based on ancient Egyptian-style art, and look a bit silly, really.

Ultimately

Drivel **12%**

⊕ Er, um, well...

⊖ Just about everything

Time Cop

Starring: . . . John Claude Van Damme and lots of other people you've never heard of.
Director: . . . Peter Hyams
Certificate: . . 18

Time travel does your head in. All those paradoxes about, 'if you kill your own father before you were born would you cease to exist' are just too mindblowing.

***Time Cop* raises such questions... but never really gets round to answering them. There are so many holes in the plot it makes less sense than REM lyrics.**

But, to be honest, that doesn't matter. Because this is an action film, and it certainly delivers in that department – the pace never lets up.

Van Damme (doing a decent impression of an actor) plays the time-travelling cop who runs up against an ambitious US governor who'll do anything to become President. That includes nipping back in time and wiping out anybody who gets in his way by killing their parents before they were even born.

Glossily made, *Time Cop* is no sci fi classic, but the action, the breathless pace and effects pull it through.

Ultimate Film Review

▶ Jean-Claude is the cop who has to keep history on the straight and narrow.

Ultimately Perplexing 79%

- ⊕ Superb action sequences
- ⊖ Script doesn't make sense

Star Trek: Generations

Starring: . . . William Shatner ('Shat' to his friends... honest!), Patrick Stewart' Malcolm McDowell.
Director: . . . David Carson
Certificate: . . PG

The Next Generation is here – and we're not talking Saturns and PlayStations.

Y'see, the SEVENTH *Star Trek* film opens in the UK in February, and it's the first one to feature the cast of the *Next Generation* TV series.

So finally, Captains Kirk and Picard get to meet. But it's not just a load of old back-slapping, Trekky-fodder. The film's already been a massive blockbuster in the States, taking $62 million dollars in just three weeks, thanks to its eye-boggling special effects sequences and top-class action – wait until you see the Enterprise make it's first ever emergency landing on a planet!

Oh yeah, the story's pretty good too, with plenty of laughs and a more tongue-in-cheek approach than the TV series. This is going to be huge.

Ultimate Film Preview

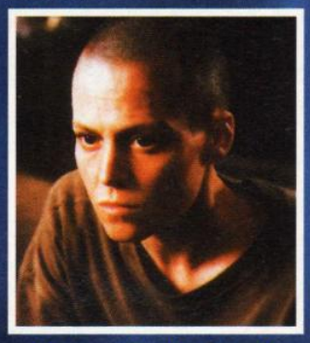
▲ Er, we seem to have a got a shot from some other film here. No, hang on – that is old baldy-features, Picard!

▲ Two Klingon babes from hell cause the Enterprise crew major problems,

▲ Willam Shatner's stunt double battles the film's main baddie.

Show Reel

Sigourney Weaver will return in *Aliens 4*. Apparently *Alien 3* was all a dream, or a VR experience induced by Earth authorities to test Ripley's loyalty. And Weaver reportedly has requested that either Ridley (*Alien*) Scott or James (*Aliens*) Cameron should be the director. Let's hope she gets her way.



▲ Ripley will be back from the dead in *Aliens 4*. Honest, guv.

Both *Time Cop* and *Stargate* (or *Stagnate* as it's become known around the office) are set to come out on the SNES and the Mega Drive.

The latest on the Spielberg *Doctor Who* TV series is that the Daleks will be appearing in it. But they'll be substantially redesigned.

It looks like the first movie in the new *Star Wars* trilogy won't be out until 1998 at the very earliest, because George Lucas is concentrating his efforts on an updated version of *Star Wars* for a 1997 release. It'll celebrate the 20th anniversary of the original film and will feature new enhanced special effects and a number of scenes that were cut the first time.

***Jurassic World*, the sequel** to the biggest-grossing film of all time (we take it you can work out which film we're talking about), is being prepared for release in May 1997. This time the action moves to big city surroundings. Whether that leaves time for Spielberg to direct the next *Indiana Jones* film as well isn't clear yet.

Hollywood is going superhero mad. Films based on *The Fantastic Four*, *Spiderman*, *V is for Vendetta* and *The Phantom* are all in the pipeline. Meanwhile the *Batman* film producers have now got hold of the rights to *Superman*, so expect a much different movies to the last three jokey Superflicks. Which can only be a good thing, let's face it.

Christopher Lambert is set to star in the film version of *Mortal Kombat*.

... Doom ... Checkered Flag ...
Kasumi Ninja ... ... Dragon ...
Club Drive ... Sensible Soccer ... ...
Alien vs Predator...

Great Games on Tomorrow's Technology *

JAGUAR

* 64 Bit
* 16·8 Million Colours
* CD Quality Sound

Now Just

£199·99

including Joypad and Cybermorph Cartridge and Free Postage + £10 Software Voucher

Plus: Free Membership of Jaguar Owners Club with Special Offers on Software, Peripherals and Jaguar Souvenirs

ORDER NOW 0533 813606

TELEGAMES KILBY BRIDGE, WIGSTON, LEICESTER LE18 3TE

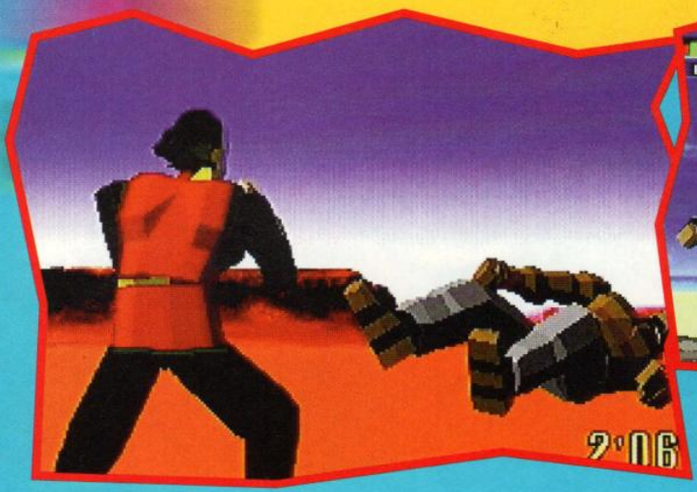
VISA, MASTERCARD & SWITCH ACCEPTED

*ALL GAMES FEATURED ARE AVAILABLE NOW OR ANTICIPATED FOR RELEASE WITHIN 3 MONTHS

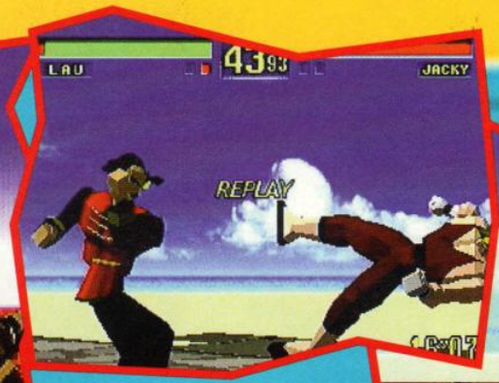
Reviews

After Burner	**32X**	**86**
Art of Fighting	**Neo Geo CD**	**100**
A-Train	**PlayStation**	**108**
Creature Shock	PC	94
Crime Crackers	PlayStation	100
Cyberia	PC	90
Double Dragon 5	**Jaguar**	**104**
Gale Racer	Saturn	109
Iron Soldier	**Jaguar**	**92**
Kasumi Ninja	**Jaguar**	**98**
King of Fighters '94	**Neo Geo CD**	**91**
Last Resort	**Neo Geo CD**	**92**
Novastorm	**3DO**	**88**
Ridge Racer	**PlayStation**	**82**
Rise of the Robots	All formats	106
Samurai Shodown	**3DO**	**88**
Sensible Soccer	**Jaguar**	**98**
Space Harrier	**32X**	**86**
Super BC Kid	**SNES**	**94**
Super Sidekicks 2	**Neo Geo CD**	**99**
Tama	**Saturn**	**102**
Theme Park	**3DO**	**104**
Ultimate Parodius	PlayStation	96
Ultraman	**3DO**	**95**
Val d'Isere	Jaguar	102
Virtua Fighter	Saturn	78
Virtual Puppet	3DO	103
Virtuoso	3DO	97
Waialae Country Club	3DO	91

Ultimate Section 3



▲ Lau is our favourite character – he's rock-hard.



▲ Ouch! Lau's spin-kick does the business.

▼ Kage's low sweep is incredibly effective and unpredictable.

The game that killed the 16-bit machines

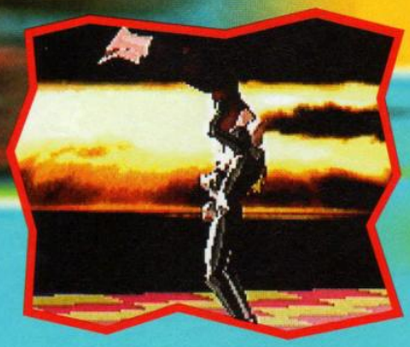
Virtua Fi

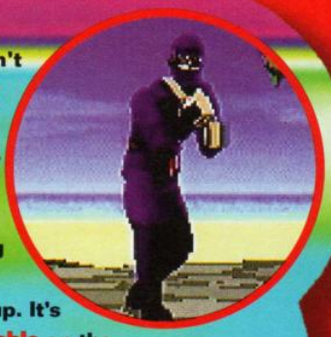
Saturn • Sega • ¥5,800 (£50 approx)

TOP CHEATS

Virtua Racing. Mega Drive: Begin any race and press A, B and C. You will now be transported by the miraculous Rendom technology to the Result screen. Next, go to TWO PLAYER VERSUS and you can race against time, which, I'm sure you'll agree, adds a whole new dimension of excitement to the game. Ahem.

▲ Sarah feels Lau's special blend of Kung Fu and disco dancing.





Sega are about to **dominate** the console world. The Saturn sold out on day one. *Virtua Fighter* is the reason why.

Barring a few graphical differences, this is an **arcade-perfect** conversion of one of the hottest coin-ops ever made.

Strangely enough, *Virtua Fighter* didn't have much **impact** in British arcades, but it should have.

What we have here is a **complex**, playable, satisfying and downright realistic beat-'em-up. It's actually **more playable** on the Saturn than it is in the arcades. The fact that your game comes complete with a full list of **secret moves** helps enormously. In no time at all you'll be **kicking** your way through the opponents, preferably in two-player mode.

The polygons are **impressive** with almost liquid movement ▶

ghter is utterly awesome

◀ Lau is Pai's dad, so quite why he beats her up is a bit of a mystery.

▼ Pai does get her own back sometimes.

Jacky

PROFILE	
Name	Jacky Bryant
Country	America
Age	22
Sex	Male
Job	Indy car racer
Blood Type	A
Hobby	Training

The hero of the piece? Certainly the most handsome, in a pointy yellow sort of way. He looks like a cross between Bart Simpson and Guile, but fights in a style all his own.

Wolf

PROFILE	
Name	Wolf Hawkfield
Country	Canada
Age	27
Sex	Male
Job	Wrestler
Blood Type	O
Hobby	Karaoke

Wolf Hawkfield is probably the most underused character in the game, but he's actually one of the best. Great combos and some powerful throws mean he's a force to be reckoned with.

Lau

PROFILE	
Name	Lau Chan
Country	China
Age	53
Sex	Male
Job	Cook
Blood Type	B
Hobby	Chinese Poem

Lau's the office favourite and a real hard case. Lau uses ancient Chinese fighting techniques and is famous for his lightning-quick hands. Watch out for his roundhouse.

Pai

PROFILE	
Name	Pai Chan
Country	Hong Kong
Age	18
Sex	Female
Job	Action star
Blood Type	O
Hobby	Dance

She may look cute, but Pai packs a real punch. Her throws are second only to Jeffry's and her low kicks can be devastating. Pai's slow recovery speed is her one weakness.

▲ We thought we'd start with a picture of Dural, the last boss.

▲ Disco inferno with Sarah, whose background strobes and flashes to the rhythm of the night. Possibly.

▼ Lau Chan, in the true spirit of the '90s man, kicks a bird's head off.

as the characters hurl themselves around the screen. Smooth as the graphics are, there's no sacrifice as far as response is concerned. The characters do exactly what you tell them to. And what you spend most of your time doing is showing off. Once you master the moves, the scope for being a ponce is enormous.

"Yes," you'll say. "I think I shall follow up my back-fist with a stunning roundhouse."

Initial impressions that the gameplay is limited soon give way to a feeling of depth and complexity that even *Street Fighter 2* doesn't have.

The music is almost certainly the best heard on a home machine, matching the action perfectly.

Is this a good enough reason to buy a new console? Japanese kids certainly think so. Of the first batch of software, this is the only title worth considering.

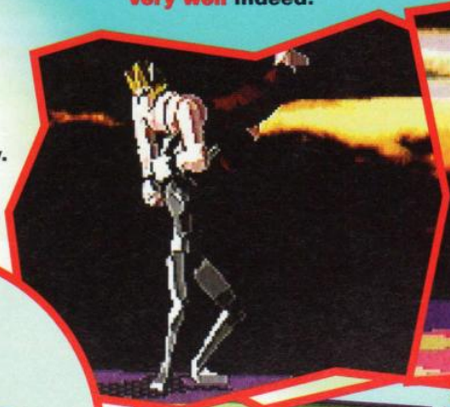
Until *Gale Racer* and *Clockwork Knight* show up, this is pretty much the Saturn. But as a taste of things to come, *Virtua Fighter* bodes very well indeed.

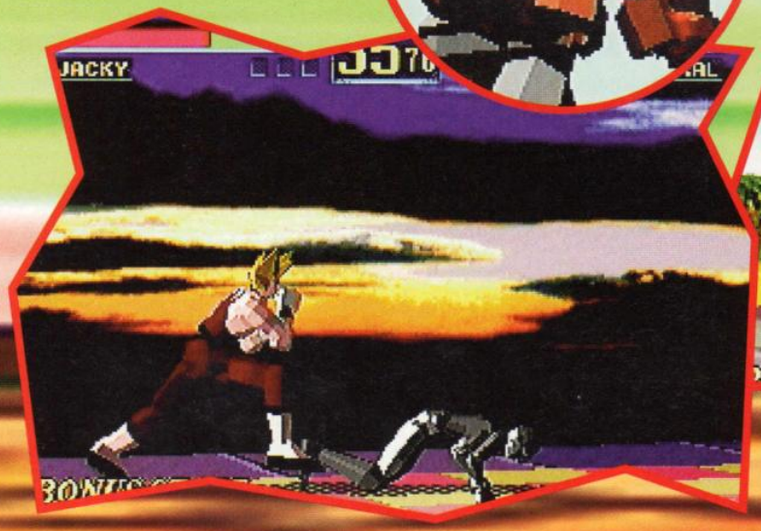
Ultimately

Perfect **96%**

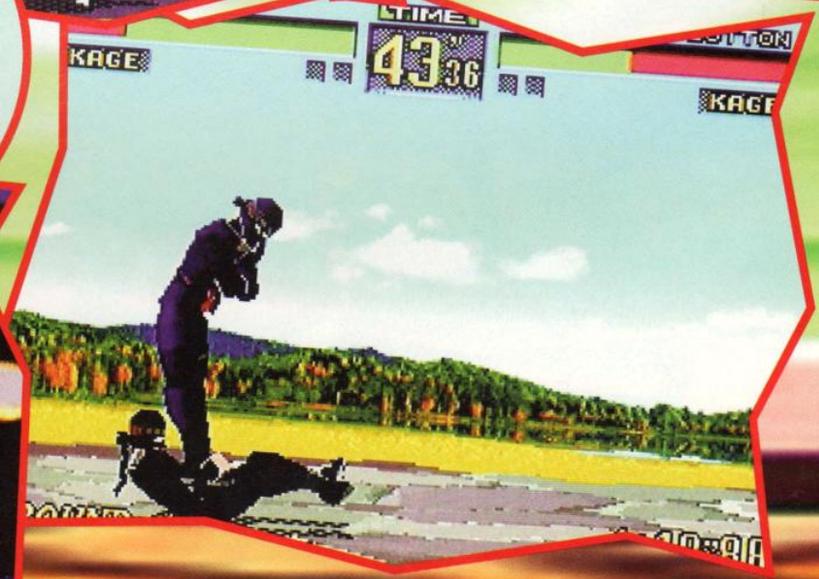
- It's awesome
- We can't wait for the sequel

▲ Kagemura feels Pai's not inconsiderable wrath.





▲ Each character has at least one 'Air-stomp' move.

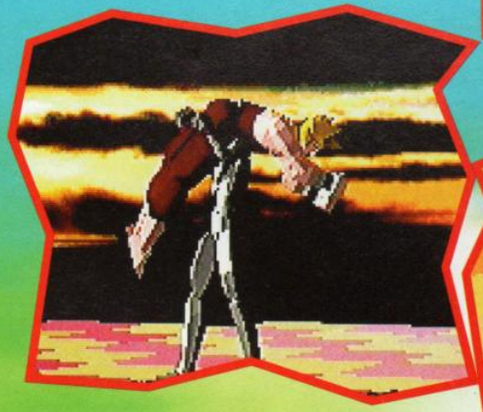


▲ Kage has two, one with his head and this one, with his feet.

▼ If Dural's fights had an epilogue, would she be having an Epidural? (Which is funny, but you'll have to ask mum what it involves.)

▼ Dural really is a right evil bastard, especially on 'hard'.

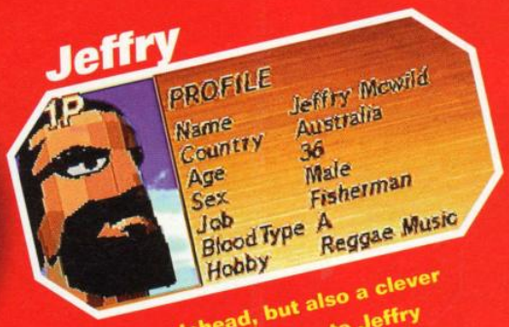
▼ Dural lifts you up in preparation for a death smash. But mind where you put your hands love, or at least warm 'em up first.



▼ The replay function shows everything from a slightly more dramatic angle.

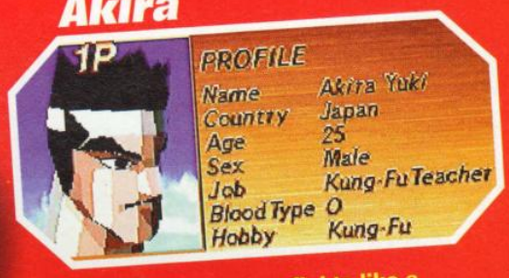
▼ Sarah and Wolf indulge in some kinky foreplay.

Jeffry



A real musclehead, but also a clever fighter. Getting too close to Jeffry nearly always proves fatal. He'll throw you, bash you, stomp you and hurt you. Even if he likes you.

Akira

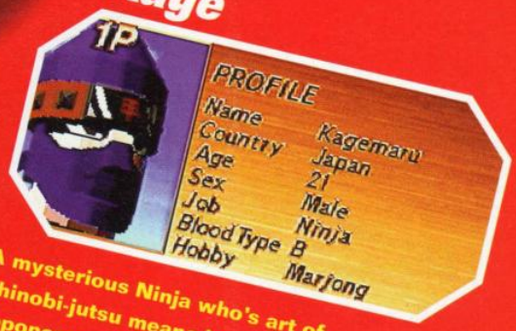


Looks a bit like Ryu, but fights like a demon. Akira is fast, strong and a good all-rounder. He lacks nothing, but isn't particularly strong in any single area. Kicks ass, though.

Sarah

We all fancy Sarah. Sure, we realise she's made of polygons and stuff, but she's still pretty foxy. In fact we'd pay very good money just to get slapped around by her for a bit.

Kage



A mysterious Ninja who's art of Shinobi-jutsu means he can destroy opponents with the minimum of effort. No-one has ever seen his face, but it's probably unscathed.

The PlayStation arrives and Ridge

A coupla cheats...

◀ On the loading screen, you get the chance to play *Galaxian*! If you kill them all and get a 'perfect' you can choose extra cars.

▶ The new cars are generally much better.

TOP CHEATS

Ridge Racer, PlayStation Version. Fancy something a bit mad, which gives you several other 'secret' tracks? Right, start the race as normal, then turn around as soon as you can and head directly for the brick wall behind the starting grid. Hey Presto, you'll enter a flip world, where everything's mirrored and flipped and completely 'zany'.

▶ Better yet, to play all four trials backwards, simply complete each mode in first place – it's like having a new track!

◀ And it features the mysterious devil car, which is a bit fast!

CARS AND GIRLS

Well, cars anyway. Unlike the arcade version, *Ridge Racer* gives you the chance to use different cars, and they are...

Oh, I thought you said 'Fridge Racer'

Racer

re-invents the driving game

▲ Try going backwards for an amusing bit of speech.

PlayStation • Namco • £40 (Import)

A year I've waited for this. Cross-legged and half mad with desire. I've been holding my breath since I first saw screenshots of PlayStation *Ridge Racer*, and as a result, my head is now bright purple and about eight feet across.

I was and still am, the most excited bloke in the universe (don't argue). And after all that hype, am I disappointed? No. *Ridge Racer* is perfect.

Well, almost perfect. Of course it has flaws. For a start, graphics and gameplay aside, there's only one track. Fine for an arcade game, where gameplay is limited by time and the amount of change you've got in your pocket, but the home version could do with more (though a number of ingenious cheats do mean that you can extend the existing track or race it backwards, which does go a long way to compensate).

Another slight disappointment is the lack of a two-player option. You can't link machines with this version of *Ridge Racer*, so competition is limited to beating other people's times.

The game itself is perfectly straightforward. Drive round

TOP CHEATS

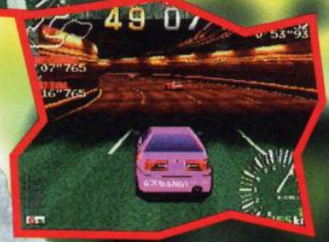
Club Drive, Jaguar: In the western world level you can take a couple of shortcuts to save time. Try and go through the Dino Park and Atari building. Go through the doorways in the rock and other blue doorways. You can also drive through the fire in the living room to reach a castle with a moat. Seriously hot stuff, eh?

▲ Sad as it sounds, pressing the L and R buttons makes the map spin round faster or slower. Ahem, sorry.

▲ Cor, a real polygon type lady with a poster above her head. It's definitely the future of gaming.

◀ Ramming other cars is a bad idea, it simply slows you down, so don't do it!

◀ Like a bridge over troubled...



▲ I like pink Solvalou me. It's cool.

a track as fast as you can and try to **finish first**. There really isn't any more to it. *Ridge Racer*'s field of **excellence** is graphics. As you can see from the screenshots, this looks just like the arcade version. The good news is that it **moves like the arcade version** too.

There are some graphical differences – slightly less detail, the odd glitchy bit – but most people would be **hard-pushed** to spot any problems. The **music is identical** to the coin-op, as are all the speech and sound effects. The end game speech, however, is incredibly **embarrassing**, and cheesier than the underside of Rab C Nesbitt's toenails.

The car controls are designed to deal with the lack of a **steering wheel**, and once you get used to it, your vehicle does exactly what you tell it to.

This game is all about **experience**. It feels and looks like **you really are driving a car**... well, the nearest a home video game has ever come, anyway (doubtlessly there'll be something even more **realistic** along soon, but for now, this gets the prize). The atmosphere of speed and **urgency** has never been conveyed as well as this.

Ridge Racer is pretty much the first ever PlayStation game. If this is the first, just imagine what kind of gaming **gems** the 'Station will be producing in, say, a year's time. Frightening, isn't it?

By crikey, this is what gaming is all about – new **frontiers, pushed back**.

TOP CHEATS

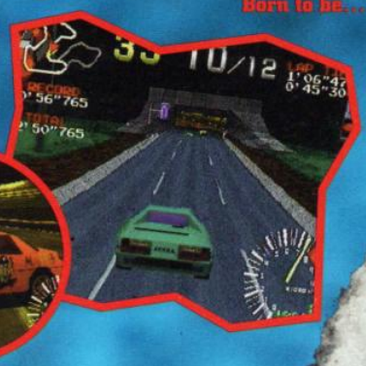
Mickey Mania Mega Drive: Go to the option screen and select Sound Test. Switch the Music to continue. Sound FX to appear and speech to Take That (just as long as you don't want them to sing – god forbid). Exit and hold the directional pad to the left for five seconds. And then – ah well, that's a surprise...

Ultimately

Stunning **93%**

- ⊕ The best graphics yet
- ⊖ Only one track

▼ Born to be wiiiiild. Born to be...



▲ The replay shows every scene from a different angle.

▲ Ooh! A close up of the rear end of a car.

▼ The camera zooms in on the start sequence. Chicks love it.

◄ A view of the *Galaxian* board from inside.

▲ Blue Solvalou, very fast, but with rubbish grip and handling.

▼ It's that bridge again, I like it.

GET IT IN THE NEG

The Namco NegCon controller is on its way. This weird device has been designed with games like *Ridge Racer* in mind, and works like a bonkers, topsy-turvy steering wheel.

You twist the whole unit around the centre hinge, which contains stress-sensitive materials, measuring the force of your twist. In this way, you can steer vehicles properly, simply by twisting the NegCon softer or harder.

The good news for those thinking of investing in the blighters is that it is being supported by other game designers and Namco themselves will ensure that the conversion of *Cybersled* will be compatible. Hooray!

▼ Spinny spin spin spin. Spin.

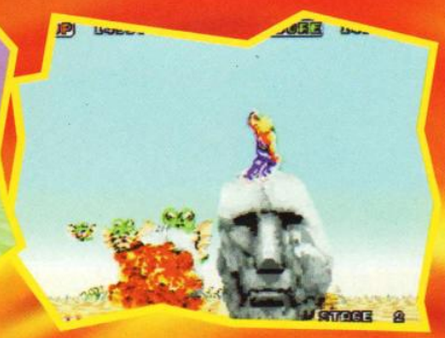
▶ Rev around 7000 for a goodly start.

Mega 32X • Sega • £40

Space Har

Welcomes you to the

◀▶ Look! Oodles of sprite scaling, which is just one of the many things the Mega 32X is really, really good at. And scrolling, and polygons as well, mind.



▲ *Space Harrier* bloke comes a cropper when he collides with a giant Easter Island head. Ow, ow, ow, ow.

Mega 32X • Sega • £40

After Burner

used to be hot stuff

There was a time, back in the olden days, when *After Burner* could stop traffic and create all kinds of game-related havoc.

These days, however, players expect more than fast graphics and big explosions. We want gameplay, and *After Burner* just doesn't deliver.

It looks and sounds exactly like the original arcade machine. The ground terrain rushes by at a spectacular rate and the enemy fighters scale and move convincingly.

The problem is that the action's too fast and furious for its own good. It's difficult to tell what's going on even at the quietest of times.

The sound effects and music help beef up the proceedings and the programmers should be congratulated for doing a great conversion. It's just that the original arcade game relied on smart hydraulics and obviously these aren't included on the 32X version.

Too easy, too short and far too simplistic.

Ultimately Flawed 51%

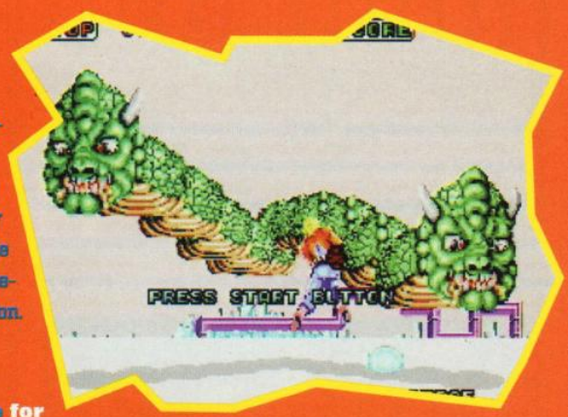
- ⊕ Smart scaling, ace speed
- ⊖ Dull, uninvolving gameplay

▼ Although everything is fast, some of the early levels are deadly dull, like this one here.

Fantasy Zone? Drug haze more like.

rier

Fantasy Zone



◀▶ The end-of-level bosses range from the simple to the hugely extravagant, like this double-headed dragon.

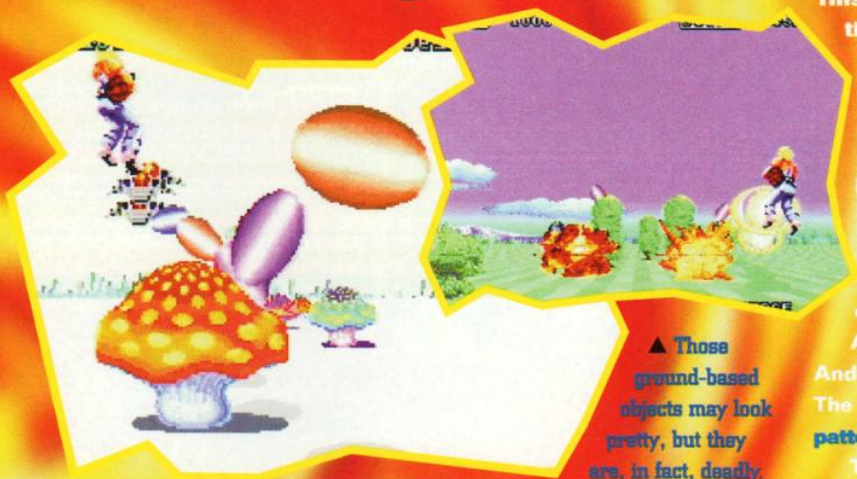
And here we have another **retro title** for the 32X but, thankfully, it's a bit better than *After Burner*. This is largely due to the fact that the **arcade game** it's based on was a darned sight **more playable**.

Space Harrier is a very **straightforward** shooter, set in an amazing **3D** world. You play a hero with a **jet pack** and laser cannon, zooming through a dragon-infested landscape. All you have to do is **shoot**. And occasionally avoid things. The creatures have **clever attack patterns** and look gorgeous.

The end-of-level **dragons** look good even compared to modern arcade games while the ground, the baddies and the obstacles all **scale towards you** with incredible **smoothness**.

The music's suitably **weird**, backed up with big **beefy** sound effects. The gameplay is **enjoyable** enough, requiring a degree of skill and **lightning reflexes** but the pace of the thing barely disguises the fact that it does get very **repetitive**.

This is by **no means a must-have**, but it does show off some of the **power** lurking inside the 32X. As a shoot-'em-up, this probably ranks as one of the **all-time classics**. It's just a shame there isn't a bit more variety.



▲ Those ground-based objects may look pretty, but they are, in fact, deadly.

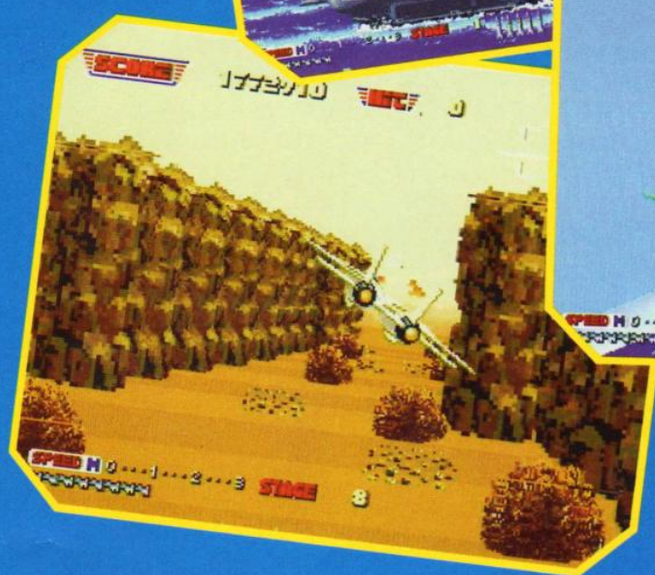
Ultimately

Reasonable **71%**

⊕ Great visuals
⊖ Pump variety

▼ This is probably the most enjoyable level, largely because you actually get a bit of control over your aircraft.

◀ Landing and taking off from the carrier is an automatic process, so no thrills there then.



▲ Yet another yawn-inspiring level, with all kinds of tedious uncontrollable action.

▲ A heat-seeking missile finds something hot.

◀ It's dark, I can't see what's going on... but you can't when it's light either.

Novastorm

3DO • T&E Soft • Import

▲ Tam Tam, the Incan Avenger, on a quest to find the Parenke Sonte.

▲ Ukyo Tachibana is Haohmaru's greatest rival. But we love him.

◀ Jubei Yagyu *is* the Imperial Enforcer, and has a smashing Geyser Thrust.

▶ Hanzo Hattori, a Ninja with attitude. A great character to play.

◀ Effortlessly repulsive, that's our Wan Fu. The fat get...

◀ Kyoshiro, at the age of 30, is out to teach any critic a lesson.

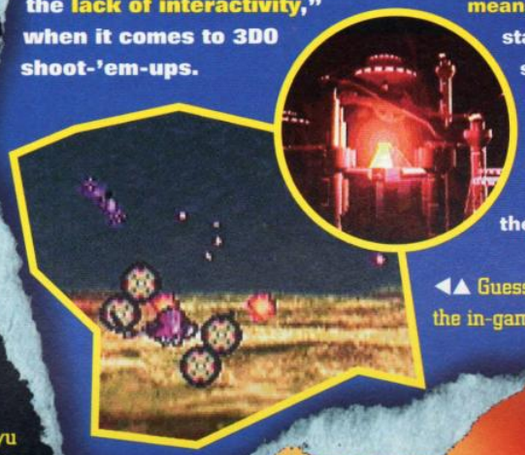
TOP CHEATS

Mortal Kombat 2. Mega Drive: Go to the options screen. Place the cursor on DONE and press left, down, left, right, down, right, left, left, right and right on the directional pad. You will now be presented with a pretty comprehensive cheating menu that should have something for everybody.

Oh dear. Only three issues old and we're already finding it difficult to come up with new ways of saying, "lovely rendered intro, shame about the lack of interactivity," when it comes to 3DO shoot-'em-ups.

Novastorm is fast, looks great, sounds even better and has tons of action, pick-ups and enemies. But as far as the gameplay goes, it never gets going. It starts as it means to go on – and it starts out as a bog-standard, pretty dull shoot-'em-up. Every level really does look and play the same. And, to be frank, the rendered bits, lovely as they are, often just get in the way of the action and slow things down.

▼ This game is not difficult – a shoot-'em-up for art lovers.



◀▲ Guess which one is the in-game screen shot?

Ultimately

Predictable

65%

⊕ Graphics, surprise, surprise
⊖ Gameplay, surprise, surprise

Samurai S

Oriental

▲ Sprouts: innocent as veg, deadly when wind.

3DO owners don't want to be bored rigid hearing about how unfavourably this compares to the Neo Geo classic, because right from the start, it's clear that it isn't quite as smooth or refined.

When it comes to 3DO arcade conversions this loses out to *Super Street Fighter 2 X*. But that doesn't make it a bad game. Okay?!

Glancing over the array of 12 fighters, you'll appreciate that a bit of thought has been invested in the character design. There's a huge great fat chap, an Incan Avenger, an armour-clad French vixen... it really is a Kellog's variety pack stuffed with steaming aggression.

Each fighter is armed with rather handy weapon and a medley of visually stimulating moves. A few of the fighters are

◀ The fine line between love and hate raises itself between the terrible twins.

▼ Hanzo's more accessible move – Back, forward and slash. Lovely.

▲ En garde indeed, for the French high-heeled gal is hot.

◀ The tub'o'lard, Earthquake, has an effective battering roll.

▼ Bits of the scenery fall on your head. But only if you're good.

▲ It's just like some kinky, 70s porn film. No it really is.

hodown

masochistic madness...

over-endowed with special attacks, but these are balanced by characters with fewer moves that inflict more damage.

There are tons of normal moves (slashes, kicks, etc) and a splattering of blood, but the the current lack of a decent 3DO pad (one that lets you do swift diagonal movements), proves a problem once more.

The slightly rough graphics are saved by the lavish, interactive backgrounds, but the dodgy sound is really inexcusable (ropy speech and stuff). The lengthy access time prior to a fight is also irritating.

But beneath this flotsom is an enjoyable hack-and-slash-'em-up. It's just not as polished as *SSF2X*, that's all.

Ultimately

Stir Fried **84%**

- ⊕ That 'in a fight' feeling
- ⊖ Naff sound, poor graphics

▶ Galford, the American Ninja, and his bitch Poppy. Blimey.

◀ Genan Shiranui is renowned for shredding his victims with that whopping great hand of his.

▶ Nakoruru is the 17-year-old skimpet with Mamahaha the bird, who can swoop down and pick you up in his claws..

◀ Charlotte is a heroine from the French revolution, and has an impressive Splash Fount.

▶ The man-mountain Earthquake is after all the gold he can get.

◀ Haohmaru is a wonder with his sword, and is faster than a flea.

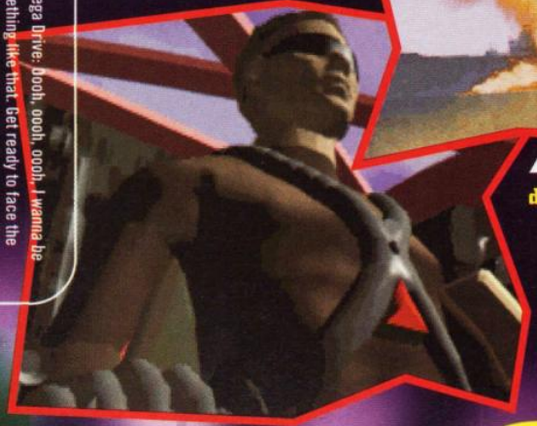
TOP CHEATS

Jungle Book. Mega Drive: Oooh, oooh, oooh, I wanna be like Fu Man Chu... er, or something like that. Get ready to face the awesome, villainous Shere Khan with full lives and continues to boot. Pause the game at any point and hit this code. A, C, A, C, A, C, A, C, B, B, B, B, A, B, B, A, C, A, B and B.

◀ Yuck – slushy stuff! Quick – where's the fast forward button?

◀▼ This might look like some shot from a pre-rendered intro, but it ain't – the game really does look this good.

▼ He looks like a post-pubescent Joe 90 to us...



▲ The flying sections are without doubt the best bits about this game.

Escape from exile Cyber

▼ Violence solves nothing – except when it's the last clue in a crossword.

PC CD ROM • Interplay • £50

The year 2027 was a bad year for the global economy, but a great year for arms dealers.

Criminal cartels are engaged in a bloody war with the Free World Alliance (FWA) for control of the planet. And you're somewhere in between. A convicted computer hacker and all-round bad boy, you're offered a ticket out of the cells if you agree to carry out a covert mission for the FWA.

▲ Blast that car – it's carrying the scripts for *Noel's House Party*.

▲ The red radar detects enemies, the green one detects Little Chefs.

Your objective is to reach and infiltrate the Cyberia Complex. Starting out on an off-shore oil rig, you then take to the skies in a TF-22 plane... but you're not the only one up there.

The action in *Cyberia* takes various forms. The adventurey bits are pretty basic stuff and a step back from the free-moving splendour of *Ecstatica* and *Little Big Adventure*.

Other sequences, however, such as when you have to defuse bombs, are more sophisticated. Using some cool cyber-punky shades you get to view an X-Ray of the bomb. If you can figure out how the circuits work, then you'll survive another day.

It's the TF-22 flying sequences, however, which really make *Cyberia* shine. You fly on a set route blasting away like a mad thing.

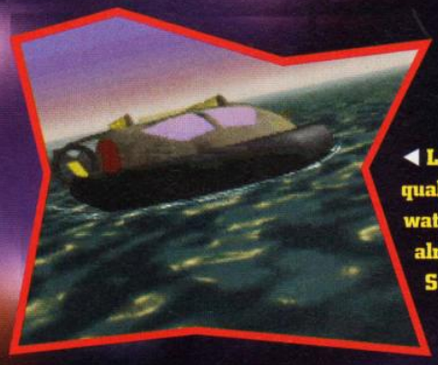
The graphics are faster and better-designed than in *Rebel Assault*, so fairly basic gameplay is turned into a right thrilling experience.

Add in some brilliantly atmospheric sound effects, slick presentation throughout and an automatic save game which remembers milestones in the action and *Cyberia* is a complete and utter winner. An

▲ It's high speed action all the way... except for the slow bits.

in

ia



◀ Look at the quality of that water. Go on. Oh, alright don't. See if we care.

exhilarating blast-'em up with some brain-taxing thrown in for good measure.

Ultimately

Cyberchic 89%

- ⊕ The flying sequences
- ⊖ Dull adventurey bits

Waialae Country Club

3DO • T&E Soft • £40

▲ Bend the knees, feet slightly apart, bring back the club, and then give it some wally.

Right. Golf on the 3DO. You can pretty much guess what you're going to get, and, yep, that's what you get – a standard golf game with FMV views of the holes.

As far as the actual gameplay goes, this is a pretty good stab at computer golf, with only a few minor quibbles. We'd like to have seen more control over the putting and the FMV is far from the sexiest we've ever seen, but it still delivers the goods stylishly.

The in-game graphics are lush, the fairway shots are suitably challenging and the presentation is top-notch. It's easy to understand, but difficult to master, as a decent golf game should be.

It's just a shame that there's only one course. Apparently, this is just one release from a series, each featuring different courses, which seems a bit of a swizz.

▶ Yeah, okay. My last shot went in the water. Wanna make something of it?

Ultimately

On par 82%

- ⊕ Great driving shots
- ⊖ Dodgy putting, dud FMV

King of Fighters '94

Neo Geo • SNK • £50

There were these sad blokes in an arcade having the saddest conversation of all time.

"Wouldn't it be great if the gang from *Art of Fighting* could have a scrap with the *Fatal Fury* geezers?" asked one sad specimen.

"Yeah," replied the other, "it'd be the best thing ever!" and promptly peed his pants...

King of Fighters '94 takes the most jaded format of all, the beat-'em-up, and sticks a few bells and whistles on it. You can now 'be' Terry Bogard and have a scrap with Robert Garcia. What more could you want? Apart from a life that is.

▲ If that looks like it hurts just imagine what it's like when she's wearing stilettos

Apart from loads of new moves there's also a three-player tag-team feature in which you swap fighters each time you lose a round.

It's all very, very nice, and Neo Geo fans will probably explode in sheer delight when they see it.

Ultimately

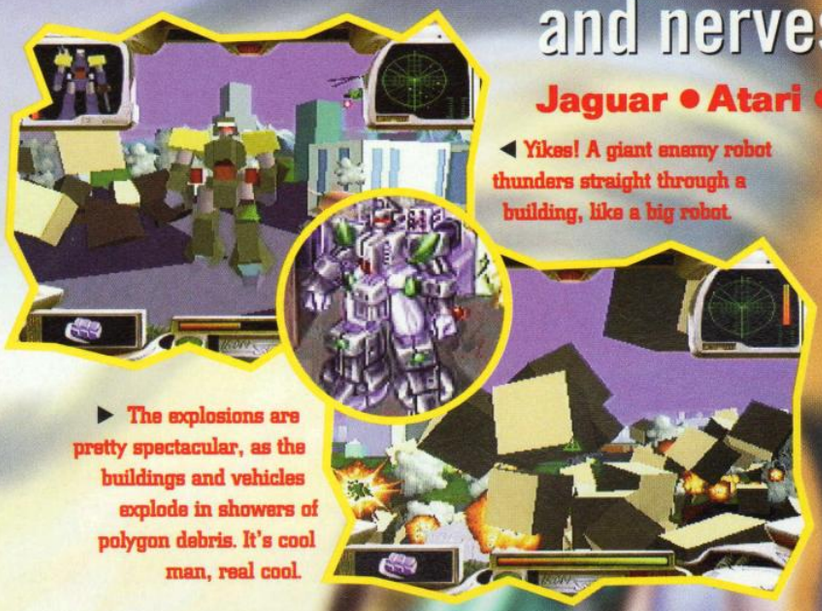
Familiar 90%

- ⊕ Lots of great options
- ⊖ Same as all other NGCD games

Iron Soldier

Metal and nerves of steel

Jaguar • Atari • £50



◀ Yikes! A giant enemy robot thunders straight through a building, like a big robot.

▶ The explosions are pretty spectacular, as the buildings and vehicles explode in showers of polygon debris. It's cool man, real cool.

This was one of the first games announced for the Jaguar and now it's finally here we can see why it took so long. *Iron Soldier* is a minor masterpiece.

You get to 'be' a giant iron robot on a mission to destroy the entire planet. Erm, sort of.

It's a bit more strategic than that. For a start, each mission has a different objective, often fairly strategic. Better still, each mission involves blowing up loads of stuff.

The robot, while slow, is easy to control. He rumbles about in a very convincing fashion blasting away with a variety of weapons.

He can also move his head up and down in order to target aerial or ground-based critters. Mastering this head control is pretty much the key to success.

As the game progresses, so the missions become more complex. This level of depth has an almost adventure-like quality. The graphics are smooth, well animated and particularly impressive when things explode.

Definitely one of the best titles on the Jag and worth buying just to see a building collapse when you punch it.

Ultimately

Cool **88%**

⊕ Involving gameplay
⊖ Sometimes slow

Last Resort

Neo Geo CD • SNK • £50

Bags of plasma death

◀ Big twisty monster, I love your hair, it's nice.

◀▲ Okay, so it looks a bit like *R-Type* – it's not my fault. I didn't design it, some Japanese bloke did it.

Crikey! A Neo Geo CD game that isn't a beat-'em-up! You don't see many of them to the pound.

Last Resort showed up in arcades and on Neo Geo cart about two years ago. Back then it received ace reviews, in spite of a £200 price tag. Now that it costs a mere £50, you can't really complain.

The game is such a blatant *R-Type* rip-off you won't believe it, but at least it's been done with a bit of style. The graphics are gorgeous (if sometimes confusing) with fab sprites and dramatic backgrounds. The boss characters make up for their lack of originality in sheer size.

As ever, the Neo Geo provides a sterling soundtrack – this one's a cross between rave and opera. The explosions are satisfyingly meaty as well.

It's must rank as one of the best horizontal scrollers around, and well worth a visit if you're tired of beat-'em-ups.

Ultimately

Frenetic **87%**

⊕ Great blasting action
⊖ A bit too short

SILICA ARE NOW IN 18 BRANCHES OF DEBENHAMS
SEE BOTTOM PANEL FOR DETAILS

JAGUAR OFFICIAL UK PRODUCT

Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

AWESOME SOFTWARE

SOFTWARE UPDATE
AS OF EARLY DECEMBER '94

There are now more than 150 developers signed up to produce Jaguar software titles. The following are the current titles, with Atari's release dates.

Alien v Predator - JGS 1122	NOW	£54
Brutal Sports Football - JGS 1532	NOW	£54
Bubsy the Bobcat - JGS 1581	NOW	£49
Cannon Fodder - JGS1704	NOW	£39
Chequered Flag - JGS 1761	NOW	£54
Club Drive - JGS 1794	NOW	£49
Crescent Galaxy - JGS 1852	NOW	£39
Doom - JGS 2282	NOW	£59
Dragon - Bruce Lee Story - JGS 2272	NOW	£54
Evolution - Dino Dudes - JGS 2462	NOW	£39
Iron Soldier - JGS 4011	NOW	£54
Kasumi Ninja - JGS 4502	NOW	£59
Raiden - JGS 6722	NOW	£39
Tempest 2000 - JGS 7472	NOW	£49
Wolfenstein 3D - JGS 8932	NOW	£49
Syndicate - JGS 7301	DEC '94	TBC
Theme Park - JGS 7501	DEC '94	TBC
Zool 2 - JGS 93122	DEC '94	£54
Pinball Fantasies - JGS 5931	JAN '95	TBC
Sensible Soccer - JGS 7011	JAN '95	TBC
Charles Barkley Basketball - JGS 1741	FEB '95	TBC
Creature Shock - JGS 1802	FEB '95	£39
Demolition Man - JGS 2142	FEB '95	£39
Flashback - JGS 2971	FEB '95	TBC
Rayman - JGS 6891	FEB '95	TBC
Rise of the Robots - JGS 6942	FEB '95	£49
Battlezone 2000 - JGS 1341	EARLY '95	TBC
Battlemorph - JCD 1201	EARLY '95	TBC
Blue Lightning - JCD 1531	EARLY '95	TBC
Hardball III - JGS 3841	EARLY '95	TBC
Legions of the Undead - JGS 4941	EARLY '95	TBC
Rage Rally - JGS 6521	EARLY '95	TBC
Space Wars - JGS 7031	EARLY '95	TBC
Star Raiders 2000 - JGS 7192	EARLY '95	£49
Tiny Toon Adventures - JGS 7592	EARLY '95	£49

ACCESSORIES

Composite Monitor Cable - JGA 4327		£16.99
Jaguar Controller - JGA 2000		£19.99
RF Switch Box inc Cable - JGA 4871		£16.99
Scart Cable - JGA 4200		£9.99
CD-ROM Add-On - JGA 1164	JAN/FEB '95	TBC
VR Headset	LATE '95	TBC

All Prices include VAT

PLAY WITH THE FUTURE NOW!

- **SUPER CONSOLE! AHEAD OF THE PACK**
  Atari's Jaguar offers more power than any other system. It is totally futureproof with the power of virtual reality and remote gameplay via modem expected during next year.
- **PLAY FROM ANY VIEW**
  Change play perspective. View gaming areas from above, left, right, behind or in front.
- **ZOOM IN FOR CLOSE UP ACTION**
  Jaguar allows you to zoom in on any part of a game's play area.
- **SAVE STATE OF PLAY**
  Store those high score tables and game positions in special random access memory stored on the cartridge.

EXPECTED DURING '95

- **LINK UP WITH 'CATBOX'**
  The optional extra Catbox plugs into the back of your Jaguar, enabling you to connect a wide variety of add-ons simultaneously. Facilities include the ability to link up to 32 Jaguars together for multi-player games such as Doom and Club Drive.
- **CD-ROM FILMS & UNBELIEVABLE GAMES**
  Tap the power and speed of CD-ROM with Atari's Jaguar add-on (expected Jan/Feb '95). Play bigger 3D games, standard audio CDs and films (with optional extra FMV module). The CD-ROM drive also includes a virtual light system, which creates an interactive light show in time with CD audio output.
- **VIRTUAL REALITY'S COMING**
  Watch spaceships whirl around your head, laser bolts slice past you, sounds of destruction fill your head as you become part of the game. Jaguar's virtual reality helmet is expected in 1995.
- **CONNECT WITH A WORLD-WIDE NETWORK**
  In the world of Jaguar, distance means nothing. Play against Jaguar owners in New York, France, Greenland or even Australia. Plug in your optional virtual reality helmet, and do battle in cyberspace with players from around the world. There is nothing like it!

THE WORLD'S ONLY 64-BIT CONSOLE

- **64-BIT DATA BUS**
- **5 Processors**
- **2Mb 32-BIT RAM**
- **Spectacular 32-BIT Graphics**
- **Unique 360° Gameplay**
- **3D Game Worlds with No Restrictions**
- **16.7 Million Colours**
- **CD Quality Stereo Sound**
- **17 Button Controller**
- **Plugs Straight into a TV**
- **Free Cybermorph Game**
  On Cartridge - Worth £39 INC VAT

CD-ROM ADD-ON

EXPECTED JAN/FEB '95

SAVE £30
OFF RRP OF £229.99

JAGUAR CONSOLE + CONTROLLER PLUS CYBERMORPH GAME

£199

INCLUDING VAT - JAG 1064

FREE DELIVERY IN UK MAINLAND

1978 SILICA 1994 16 YEARS SERVICE TO YOU

THE SILICA SERVICE

Before you decide WHEN to buy, we suggest you consider WHERE to buy and protect your investment with a purchase from Silica. With our unrivalled experience and expertise, we will provide all the extra help, advice and new product information you may need both now and in the future. Visit one of our stores, or return this coupon now and begin to experience the "Silica Service".

SILICA

NOW IN 18 BRANCHES OF DEBENHAMS STORES NATIONWIDE

- **ESTABLISHED 16 YEARS:** We have a proven track record in professional computer sales.
- **PART OF A £90M A YEAR COMPANY:** With over 300 staff - We are solid and reliable.
- **EXPERIENCED STAFF:** All are 'Customer Care' trained and at *your* service.
- **TECHNICAL SUPPORT HELPLINE:** *FREE* help and advice from a team of experts.
- **A FULL PRODUCT RANGE:** All of your computer requirements from one supplier.
- **PRICE MATCH:** We match on a "Same product - Same price" basis.
- **FREE CATALOGUES:** With special offers and product news.
- **PAYMENT:** We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).
- **VOLUME DISCOUNTS AVAILABLE:** Business, Education and Government. **Tel: 081-308 0888.**
- **MAIL ORDER:** FREE DELIVERY on orders over £40+VAT. Small administration charge (£2.50+VAT) on orders under £40+VAT.
- **STORES NATIONWIDE:** 21 stores including 18 in branches of Debenhams.

MAIL ORDER 081-309 1111
PLUS TECHNICAL AND HEAD OFFICE

SILICA, SILICA HOUSE, HATHERLEY ROAD, SIDCUP, KENT, DA14 4DX

PLUS BRANCHES AT:

BRISTOL	Debenhams - (3rd Floor),	St James Barton	0272 291021
CARDIFF	Debenhams - (1st Floor),	St. David's Way	0222 341576
CHELMSFORD	Debenhams - (2nd Floor),	27 High Street	0245 355511
CROYDON	Debenhams - (2nd Floor),	11-31 North End	081-688 4455
GLASGOW	Debenhams - (5th Floor),	97 Argyle Street	041-221 0088
GUILDFORD	Debenhams - (3rd Floor),	Millbrook	0483 301300
HARROW	Debenhams - (2nd Floor),	Station Road	081-427 4300
HULL	Debenhams - (2nd Floor),	Prospect Street	0482 25151
IPSWICH	Debenhams - (2nd Floor),	Westgate Street	0473 221313
LONDON	Silica -	52 Tottenham Court Road	071-580 4000
LONDON	Debenhams - (3rd Floor),	334 Oxford St	071-580 3000
LUTON	Debenhams - (1st Floor),	Arndale Centre	0582 21201
MANCHESTER	Debenhams - (3rd Floor),	Market Street	061-832 8666
PLYMOUTH	Debenhams - (3rd Floor),	Royal Parade	0752 266666
ROMFORD	Debenhams - (3rd Floor),	Market Place	0708 766066
SHEFFIELD	Debenhams - (3rd Floor),	The Moor	0742 768611
SHEFFIELD	Debenhams - (L Ground),	Meadowhall Ctre	0742 569779
SIDCUP	Silica -	Silica House, Hatherley Rd	081-302 8811
SOUTHAMPTON	Debenhams - (1st Floor),	Queensway	0703 223888
SOUTHEND	Keddies - (2nd Floor),	High Street	0702 462426
THURROCK	Debenhams - (1st Floor),	Lakeside Centre	0708 863587

To: Silica, UFGAM-0295-217, Silica House, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE ATARI JAGUAR

Mr/Mrs/Miss/Ms: ..... Initials: .....

Surname: .....

Company (if applicable): .....

Address: .....

.....

.....

.....

..... Postcode: .....

Tel (Home): .....

Tel (Work): .....

Which computer(s), if any, do you own?

.....

217J

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

Speedy and scary Argonaut's Creature Sh

PC CD-ROM • Virgin • £45

With all these flash new consoles appearing, Argonaut Software (the guys behind the SNES SFX chip) seem to have decided that the humble old PC needed a game to show off what the machine is really capable of producing. The result is *Creature Shock*.

As a well 'ard futuristic space commando, it's your job to investigate the loss of an exploration ship (complete with its utter babe of a captain), last reported near Saturn. Once in the area, your ship is attacked by a posse of nasty-looking aliens. Cue the first level, an into-the-screen shoot-'em-up. After dealing with these belligerent scum you discover that the ship has been absorbed by a amazingly playable games off the bat. And yes, it is as playable as *Donkey Kong Country*, it just doesn't look as nice. But then, it is cheaper.

From PC Engine to SNES Super BC Kid is Mario's only rival

SNES • Hudson Soft • £50

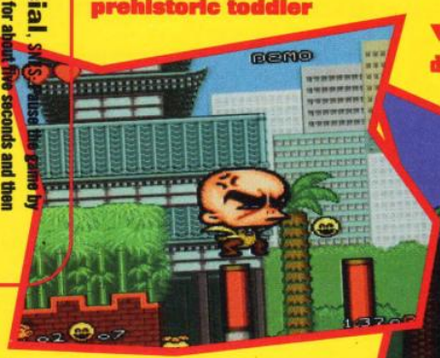
Hudson Soft helped sell a lot of PC Engines with the rather fabulous *PC Kid*. Its various sequels all improved on the original game and finally, the prehistoric toddler has turned up on the Super NES. Only here in Britain the game is called *Super BC Kid*.

What you have here is a huge, baddie-infested, bonkers power-up laden game o' doom. BC Kid leaps around in fine style, able to dive-bomb critters and hit them with his not inconsiderable head. Better still, he can eat dinosaur meat, often turning him into something even more impressive than an insane cave-child.

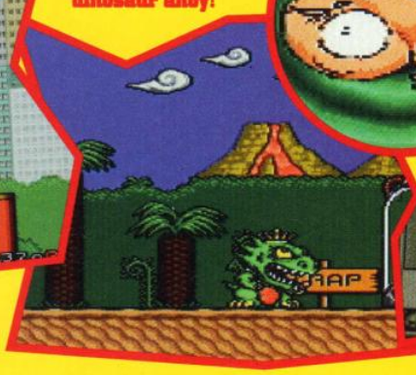
Nice to see that in these days of FX chips, 32-bit processors and rendered graphics, companies can still produce

TOP CHEATS

Fatal Fury Special, SNES. Pause the game by pressing Start. Now hold down A for about five seconds and then unpause the game. You will now be able to amaze your friends, astound your family and bore your neighbours rigid by doing a mightily impressive Big Bear Super Drop Kick.



▲ We reckon he's a distant relative of The Brain from *Animaniacs*.



▼ Sign-eating dinosaur ahoy!

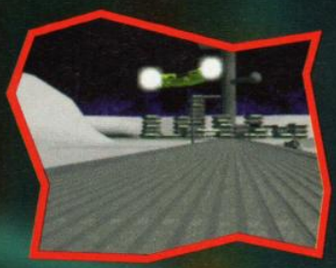
◄ Aargh! Caught in the washing machine on the spin cycle.

Ultimately

Hilarious

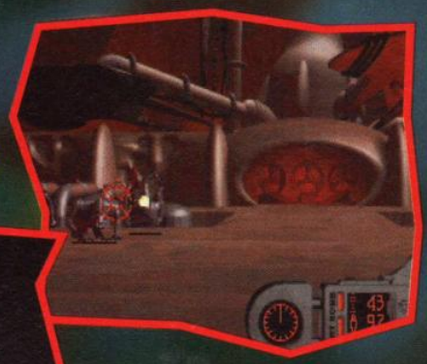
91%

- ⊕ Fabulous platform fun
- ⊖ Very easy, but huge



▼ Don't you just hate it when this happens? Sooooo embarrassing.

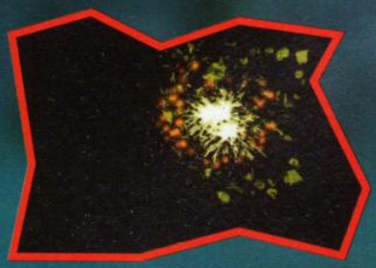
▶ Come out, you cowardly fiends!



▼ Shoulder-mounted torches are all the rage in the Crab Nebula.

ock will set pulses racing

huge organic asteroid. Landing inside, you set off on foot, trying to find out what happened in a spot of first-person-perspective exploration and blasting. Then it's more shoot-'em-up action (in a canyon this time) and more first person, and then...



In its defence, *Creature Shock* looks superb. Utterly superb. It shows how easily the PC can compete with the new machines graphically.

Unfortunately, what it really boils down to is a limited shoot-'em-up which, ultimately, ends up being pretty dull.

Superb graphics, though. Did I mention that?

Ultimately

Pointless **70%**

⊕ What a looker!
⊖ Bit of a bimbo, though

A fetishist's dream or is Ultraman Powered just a bloke in a shiny rubber suit?

3DO • Bandai • Import

◀ Watch out for the cardboard buildings!

▼ First *The Power Rangers* and now this!

▲ It's one of those rubber tentacles that B-movie heroes have to wrap around themselves.

Welcome to the weirdy world of *Ultraman*. Welcome to a game peppered with scratchy FMV footage from the cult Japanese TV show. Welcome to a sweaty mix of ropy beat-'em-up and shoddy shoot-'em-up. Welcome indeed, to pump city.

Choose Battle Mode and you get to fly an attack craft at men-dressed-in-latex-Godzilla-suits and continually get knocked down after a couple of fly-pasts.

Then you get the beat-'em-up section in which Ultraman knocks the foam-stuffing out of more rubbery villains.

The animation's jerky and the special moves are tedious to do. One for *Ultraman* fanatics only. If they exist.

Ultimately

Obscure **35%**

⊕ "It's a laugh, innit?"
⊖ "No, it's rubbish"

◀ Blimey, that looked like it hurt. It certainly made his eyes water...

▲ We want 3D! We want 3D! This is good, but we really do want a 3D shooter!

▲ There are parrots a-plenty. Shoot 'em in the beak.

▲ The gameplay's identical to SNES *Parodius*, but it does look much better.

Konami's krazy kritters from Ultimate Par

PlayStation • Konami • £50 (import)

Howl! Konami's first PlayStation game is certainly great and all that, but it's not 3D and it doesn't look all that impressive.

Sure, the gameplay is timeless and addictive, sure the graphics are hilarious and the tunes brilliant, but it just looks so, well, 16-bit. PlayStation kids will be rolling their eyes and gnashing their teeth with frustration.

After splashing out hundreds of pounds on brand new PlayStation hardware, they want to see what it can do, and *Ultimate Parodius* just doesn't show it off. The game is arcade perfect, that much at least is true. The only major difference is that the PlayStation soundtrack is superior to the coin-op.

The gameplay is, well, *Parodius*. Fly horizontally to the right, shoot the mad Konami creatures and laugh at the amusing end-of-level boss fellas.

There are absolutely tons of power-ups to be picked up, depending which of the numerous characters you select. There's Vic Viper from *Gradius*, Pentaru from *Antarctic Adventure* and loads of other familiar beasties from old Konami games.

It's cheaper than the SNES game, twice as big and twice as good, but aaargh, it's not fair, there's no 3D bits.

Mind you, the hilarious walking Konami logo at the beginning is all 3D and rendered and everything...

Ultimately

Great **91%**

⊕ Classic blasting action
⊖ Graphically it's just ordinary

Virtuoso

3DO • Elite • £45

Oh, it's a bit like *Doom* and all the other first-person perspective games and stuff. But it's a bit different. And that.

Fortunately there's not too much plot to trawl through (some nonsense about a 21st century rock star trapped in a virtual reality fantasy) so it's straight into the action.

Rather than just viewing everything from behind the smoking end of your shooter, you get to watch the biker-jacketed back of a long-haired weasel of a man. This is a fine idea, and helps give a, mmm, flavour of Virtual Reality (you're all digitised, everything else ain't type of thing), but leads to confusion in practice.

When you're legging it down a tight corridor, you can't actually see much of what's in front of you, and it's also a pain trying to aim your guns at anything.

A duck option would have been welcome, as it invariably becomes a pain in the arse avoiding all the aerial bombardment from seagulls and the like. The soundtrack is put-up-able-with for five minutes, but soul-destroying after half an hour.

Some of the effects are quite impressive, though, and there's loads to shoot. But it all moves so slowly and doesn't have that person-at-your-shoulder, 'Oi, you in the T-shirt, me next' type of feel.

▲ This scaly babe's an end-of-level guardian. It seems a crying shame to shoot her, though.

▼ Just what exactly is that road sign supposed to be telling us?

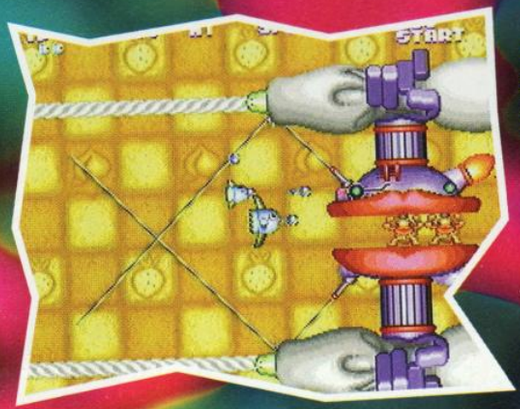
▲ The heavy-metal hero gets killed by seagulls. Real hard man, eh?

Ultimately

Awkward **55%**

- ⊕ Looks quite good
- ⊖ Blokey gets in the way

odius kick back on the PlayStation



◀ As in life, success depends on being in the right place at the right time.

◀ The select screen gives you an idea of the power-ups each character can collect.

Sensible Soccer

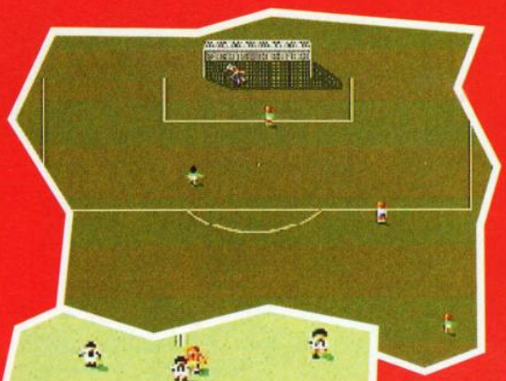
Jaguar • Atari • £55

Well, there's nothing new in this Jag version of arguably the greatest football game ever written. But you probably couldn't add too much to *Sensible Soccer* without detracting from the superb gameplay itself.

It's fast with some slick scrolling and a wealth of options, but it's not really going to attract a crowd of potential customers towards the Jaguar stand in HMV.

For one thing, its retail price is creeping over the £50 watershed. Not good. And 3DO have the visually stunning *FIFA* to wow passers-by with. But *Sensible* is still a true classic, and although getting a satisfactory curving on the ball is damn near impossible with the Atari house-brick pad, overall the game retains its effortless playability. On the head... er and other clichés.

▼ No huge leap in graphics terms, but the gameplay's identical.



▲ Small yet perfectly formed, that's my team.

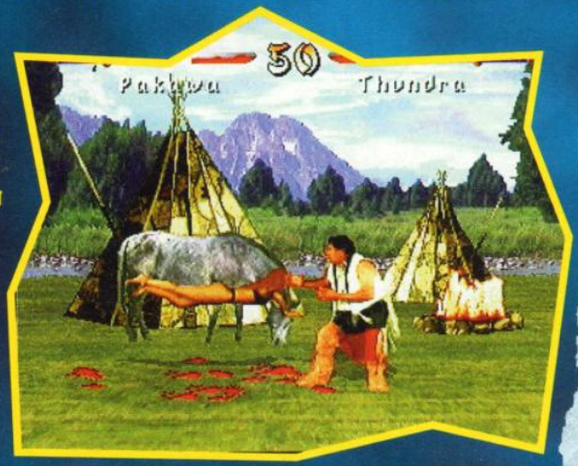
Ultimately Tabletop 85%

- ⊕ The same great flavour
- ⊖ Price and pad

Flaming kilts and everything! Kasumi Ni

Jaguar • Atari • £60

◄ The backgrounds seem to have different layers to them, giving a real feeling of depth. It'll make your eyes go all squiffy.



► The horse in Pakawa's background eats grass during the fight. No, really, it does. It really eats grass. Er...

TOP CHEATS

Alien Versus Predator. Jaguar: During the game, hold down Pause and Option, then press 1 and 3. The hold down 2, 5, 7 and 9 at the same time. You should hear the Predator laugh. Now if you're the marine press Option plus 1, 2, 3 and 4 for all weapon recharge. If you're the Predator Option plus 1, 2, 3 or 4 for different weapons.

▲ Habaki's death move – the power head smash. Imagine those stains.

▼ A flaming Bolas from the cat-suited Danja. She's a lovely lass.

▲ The smoky smell of burning pubic hair. Pooh!

▼ The character selection screen.. Where's Gyaku?

With nine cross-cultural characters, some great backgrounds and a flood of blood, this is the game that Jaguar owners have been holding a vigil for. So, here it is. Was it worth the wait? Er, well, no actually...

It's not very good. It's a load of old toilet, to be brutally honest (and honesty is always the best policy). After scraping together some good ideas from the beat-'em-up genre, it dumps them all unceremoniously in a pumpy game.

The tedious nature of the attacks in one-player mode, even on the hardest level, soon kicks in. Continually use a projectile attack (throwing a knife, fireball, or whatever) and the opponent gets hit. They'll duck the next one, but invariably walk straight into the following one. Marve–piggin–lous.

Combos are stupidly difficult to perform, so there's little point trying to string 'em together. Even two-player mode fails to lift the game from the mire.

It tends to move at a relatively slow pace and the slab of plastic that is the Jaguar joypad renders fluid movement near impossible.

Even the degree of blood spillage doesn't make this anything special. The price is laughable for something which will last you last you the lesser part of five minutes.

▲ The token bint, Thundra, smashing Habaki's twin, Senzo.

Ultimately

Pump 38%

- ⊕ Depth in backgrounds
- ⊖ No depth in gameplay

nja

▶ Cover yer 'nads, there's a ball being hoofed at ya, matey.

Arcade flavouring sloshes through the veins of *Super Sidekicks 2*, and that makes it the kind of footie game that's more likely to appeal to people not normally into this soccer stuff.

Essentially a side-on viewed football game, this really does benefit from the Neo Geo CD pad as opposed to the original whopping great Neo Geo joystick.

The players themselves have a wealth of easily-accessible and highly-entertaining moves at their screw-in studded boot tips, but they do tend to become uncontrollable after being involved in a tackle.

The animated cutaway sequences when the players shoot for goal or take a penalty are more than just impressively smooth flash bits of presentation. They actually take the form of a 'duck shoot' with a roving cursor, and you have to hit your fire button at the right moment to score a scorcher.

Not a totally satisfactory football game, then (the pauses in play irritate like red hot needles), but the simple control method certainly makes it fun to have a burst on.

Neo Geo CD • SNK • £45

Super Sidekicks 2

Ultimately

Overerejohn 79%

- ⊕ Eyes out for the looks
- ⊖ Patience in for the pauses

▼ ▶ Here's the futuristic craft for skitting through time in. It's an A Reg.

Chrono Trigger

It's almost upon us. *Chrono Trigger*, that is. On the 11th of March, after five years in development, the most eagerly-awaited (and biggest) game of its kind smashes into Japan.

There are loads of gloom-soaked locations to visit and cute little beasties to hack into chunks. The guy responsible for all the game art was involved with the *Dragon Ball Z* comics.

The story revolves around the hero Chrono, who must travel through periods in history recruiting a team in order to repair the damage caused by an accident in his home village. This accident could change time forever. So it's serious stuff.

The system used for fighting is remarkably flexible, with a mixture of *Final Fantasy*-type rounds and *Mana* real-time action, and there's even a spot of Mode 7 thrown in for good measure. We can't wait.

▼ A map screen that's all green. Best colour for maps, that's waht we say.

Machine.....SNES

Publisher....Squaresoft

Developer...Squaresoft

Style.....Give us a clue, eh?

Release.....March '95

Status.....98% complete

RPG

▲▶ These toothy robots whizz about all over the place, and they're little buggers,they really are. Put them out of their m,isery quickly.

▶ Here's a shot from the wordy intro. It's completely unreadable.

Crime Crackers

PlayStation • Sony • £50 (import)

Doh! Yet another next generation duffer. That's not quite fair. It has its moments, but they are very sparse. This is a game for mapmakers, with too much time on their hands.

▲ Move a character to the centre of the group to allow them to shoot.

The game is set (initially) on board a huge starship, with three bounty hunters seeking their prey. You control the bounty hunters, swapping between them depending what tasks need to be performed. The problem here is that all the characters are pretty much the same, apart from one, who has unlimited ammo (it's a sword).

And so, you wander around the spaceship, shooting the baddies, finding keys, security passes and extra weapons. Occasionally you'll encounter a boss, but not very often. Shame really, *Crime Crackers* might have worked better as a fast-action shooter.

▲ We here at *Ultimate* love maps. Especially bright blue ones. *Mmm...*

The graphics are repetitive, but the screen moves at a slick 30 frames per second, as do the polygon baddies. Oh, and the heavy metal music's atrocious.

Ultimately

Bland **61%**

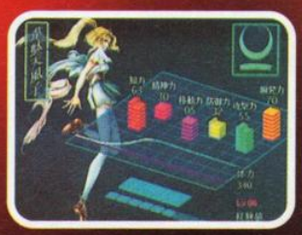
⊕ A big, smooth quest
⊖ That goes on, and on...

Club

RPG news

Role playing power's...

... about to hit a PlayStation near you soon with this stunning-looking RPG from Pandora Box/Sony. Entitled *Fujimaru*, it features some (although repetitive) imaginatively-drawn and animated fighting scenes, where numbers don't flash above the participants' heads. Hooray! Instead, they're reserved for the bottom of the screen. And it's massive. RPGs have never been quite so epic in presentation or size. We're fizzing in anticipation.



▲ The top shot is an example of the fierce battle sequences.

February '95 sees the...

... release of an RPG from the Virtual stable of T&E Soft. *Virtual Hydelide* on the Saturn boasts an impressive 3D environment and, I quote from a reliable source, you spend the entire game looking at the back of 'a big, stocky, smelly chap'. The game runs in real time, and the atmospheric landscape scales very convincingly. Let's hope there's a decent story somewhere in all that 3Dness.

▲ The infamous 'big, stocky, smelly chap'. Nice vest, eh?

Weighing in at a wopping...

... £65-70, *Front Mission* rumbles onto shelves in video game stores all over Japan on February 24th. Relatively expensive for a Japanese game, Squaresoft's SNES strategy RPG robot fest has been long awaited. Configure your weapons, change you paintwork and move in turns – just some of the RP pleasures.

▲▶ Admittedly, the suspense does kick in when trying to negotiate a tricky obstacle – moving holes, ramps, springs etc.

Tama

Saturn • Sega • £50 (Import)

The 'other' Saturn game...

wheee!

You might not have realised it in all the fuss surrounding *Virtua Fighter*, but Sega have, in fact, got another Saturn game ready.

It's called *Tama*, and it's reminiscent of an old SNES game called *Cameltry*.

In that game you had to roll a ball from one end of a maze to the other, by rotating the screen rather than controlling the ball. A similar principle is involved in *Tama*, except that the surface the ball sits on can be moved in three dimensions.

This game has been developed to show off what the Saturn can do with polygons and texture-mapping. The problem is that although the graphics are incredible, the gameplay is not. It sounds like a fabulous idea, but lacks the variety or addiction required to make this kind of thing stick.

Moving the 'table' is a tricky business and controlling the ball movement is certainly a challenge, but an annoying one. Watching the ball teeter on the edge of a ridge and then rumble off in the wrong direction is depressing to say the least.

Still, we all got dead excited simply because it was a Saturn game. And it sounds great. Shame about the rest of it really.

◀ The Graveyard chilled us to the bone. No, they did.

Ultimately

Puzzling — **68%**

⊕ Ace graphics, nice idea
⊖ Not actually much fun

Val d'Isere

• Jaguar • Atari • £55

Well, *Val d'Isere* is certainly fast. There's no denying that, at least.

This skiing and snowboarding sim first came out on the SNES a few months back when it was a showcase for stunning Mode Seven graphics. The Jag version looks and moves even better (though it still doesn't scream, "64-bit graphics"). But the gameplay remains stuck in an icy rut.

Basically, you just ski or board downhill, trying to avoid trees, rocks, Sunday skiers and other obstacles, and doing it as fast as you can.

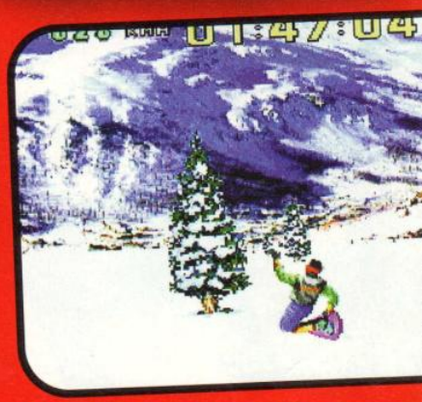
Er, and that's about it. It's a test of reflexes that rapidly turns into a test of your patience. More variety, please.

◀ "You are clear for take-off..."

Ultimately

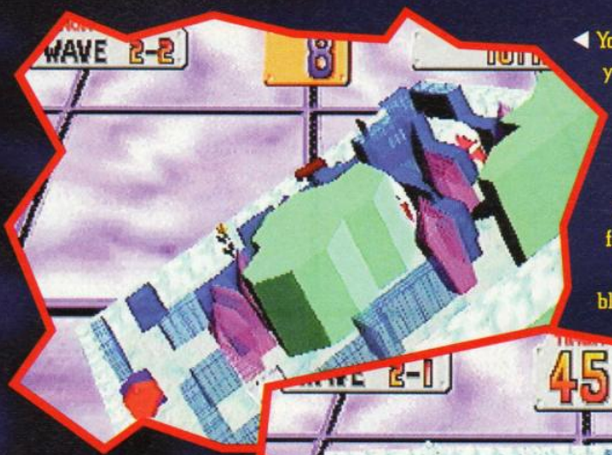
Off-piste — **66%**

⊕ Frantically fast
⊖ Not much to do



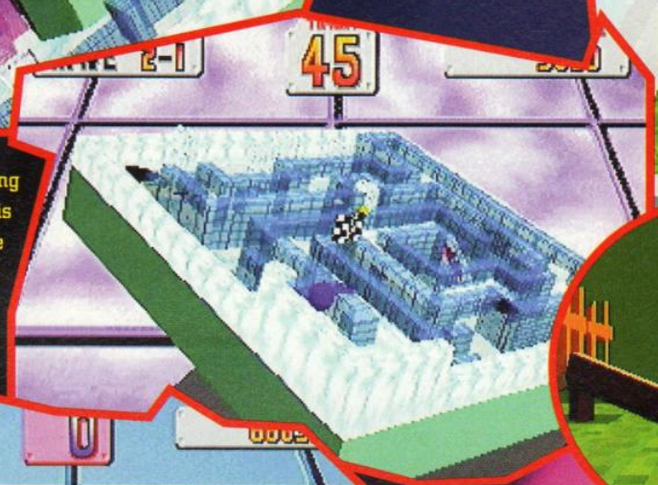
▲ Every Sunday Justav would take his pink prayer mat to the piste and give praise to the mighty Pine God.

'TAMA' is Japanese for "Balls"

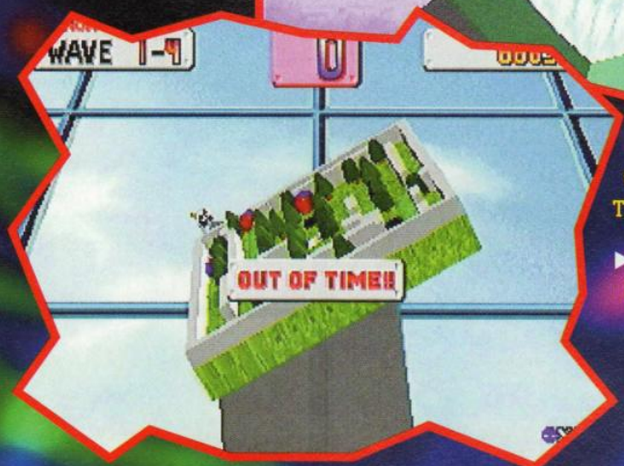


◀ You can get lost if you don't take time to think things through.

▶ Be careful how far and fast you tip the table, or the round chap in the blue will fall to oblivion.



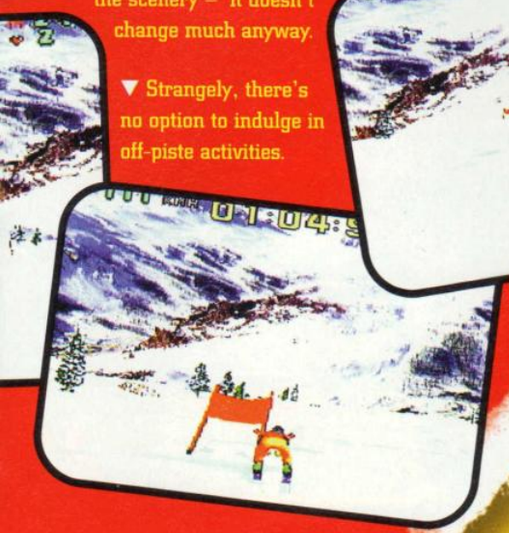
▶ A particularly tiring 'wave' on the eyes, is this chilly number. The transparent walls make life very difficult for the little blue ball.



◀ Yes, there are some of those irritating-but-necessary time limits. The clock doesn't tick too fast, though.

▶ 'Nice!' is about as enthusiastic as you'll feel when you've completed the early levels.

◀ Phwoaarr! Eh, eh, eh? Hygienic though, isn't she?



▶ There's no time to enjoy the scenery – it doesn't change much anyway.

▼ Strangely, there's no option to indulge in off-piste activities.

Ultimately

Unique **28%**

⊕ Five mins entertainment
⊖ She's not right in the head

3DO • H.A.N.D • Import

Virtual Puppet Reika

This bonkers release features the petite oriental popstar, Reika, in a number of 'interactive' scenes. Visit Club Reika, where she warbles in sweet tones while you make 'wacky' noises using the joypad. Or have a go at the Video Clip Maker, where she boogies while you select different cameras angles.

In Virtual Puppet itself you make a miniature Reika dance using various button pushes.

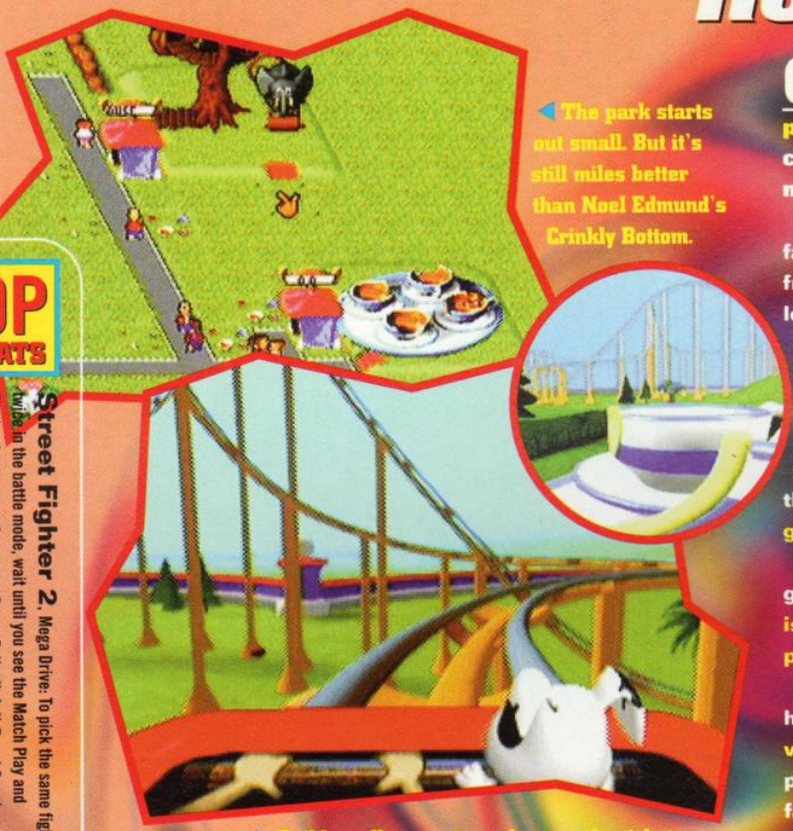
This is mad, twee and awful all at the same time, but it really is a no-buy for people outside of Japan.

Theme Park

3DO • Bullfrog • £40

Roll up, Roll up

▲ You have to think about the side attractions as well as the big rides.



◀ The park starts out small. But it's still miles better than Noel Edmund's Crinkly Bottom.

▲ Build a roller coaster, wham up the ticket prices, then watch your customers be taken... er, go for a ride.

Given a few hundred acres of land and a few million pounds how do you go about creating an Alton Towers and not a Euro Disney?

That's the challenge that faces you in *Theme Park*, now freshly out on the 3DO, with lots of lovely, new, shiny rendered sequences.

The game has been a huge hit on home computers, but this is the first console version (SNES and Jag flavours are on the way). And a pretty darned good version it is, too.

Okay, so the in-game graphics still look very Amiga-ish, but it's still a mightily playable slice of sim action.

As you build your park you have to think about the size and variety of attractions, ticket prices, hiring staff, supplying facilities and generally making it a place where punters will happily part with their money.

▲ Spot the ice cream stand...

And once you've made a success of your UK park, you can go global, building bigger parks all over the world.

The control system is fairly complex, but the potential limitation of the joypad doesn't present too many problems.

Ultimately

Thrilling 87%

- ⊕ Complex, involving gameplay
- ⊖ In-game graphics a tad dull

TOP CHEATS

Street Fighter 2, Mega Drive: To pick the same fighter twice in the battle mode, wait until you see the Match Play and Elimination screen, then press Down, Z, Up, X, A, Y, B and C on joypad Two. You can now pitch the six characters against themselves. Well, bleach my hair white and call me Jon Pertwee.

Double Dragon 5

Jaguar • Telegames • £TBA

▶ The cartoony graphics are colourful but less well animated than a Hannah Barbera effort.

"Awful." "Dreadful." "You what?" "For God's sake." "What did they do with the other 63 bits?" "You're joking."

Just a selection of some of the more polite comments said about *Double Dragon 5* by people passing through the *Ultimate* office.

It really is shockingly bad. Dire graphics, muddy controls and rubbish characters combined with such inanities as not being able to hit your opponent when they're stunned make sure that this is a turkey that's well and truly stuffed.

▲ This is a special move called, 'I've lost my contact lens.'

Ultimately

Ludicrous 23%

- ⊕ Who cares?
- ⊖ Just about everything

SILICA ARE NOW IN 18 BRANCHES OF DEBENHAMS
SEE BOTTOM PANEL FOR DETAILS

NEW! AMIGA CD32

CRITICAL ZONE PACK - WITH 7 CD TITLES

CRITICAL ZONE

32-BIT SYSTEM

PLUS!

7 CD TITLES

- *32-BIT POWER*
- *BUILT-IN DUAL SPEED CD-ROM DRIVE*
- *16.8 MILLION COLOURS*
- *ALSO PLAYS AUDIO CDs*
- *11 BUTTON CONTROLLER*
- *TITLES AVAILABLE FROM £14.99*
- *OPTIONAL SX1 COMPUTER MODULE* SEE BELOW LEFT
- *OPTIONAL FULL SCREEN VIDEO CD MODULE* SEE BELOW LEFT

INCLUDES

CANNON FODDER

PLUS

DIGGERS

PLUS

LIBERATION

PLUS

MICROCOSM

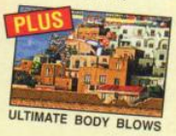
PLUS

OSCAR

PLUS

PROJECT X

PLUS


ULTIMATE BODY BLOWS

MORE THAN JUST A GAMES CONSOLE . . .

PACK INCLUDES:

CD32 GAMES CONSOLE	RRP	£249.99
CANNON FODDER	RRP	£29.99
DIGGERS	RRP	£29.99
LIBERATION	RRP	£34.99
MICROCOSM	RRP	£44.99
OSCAR	RRP	£29.99
PROJECT X	RRP	£12.99
ULTIMATE BODY BLOWS	RRP	£29.99
NORMAL RRP ~~£249~~	TOTAL VALUE:	£462.92

£239

INCLUDING VAT - CCD 3450

FREE DELIVERY IN UK MAINLAND

WATCH MOVIES

Simply plug into the back of the CD32 console and you'll be able to play block-busting movies with digital picture and sound.

FMV MODULE CCA 0320 **£199** INC VAT

EXPECTED DURING 1995

COMPUTER UPGRADE

Turn the CD32 into a fully functional Amiga 1200 compatible computer.

SX1 MODULE CCA 0100 **£199** INC VAT

KEYBOARD PKE 0120 **£39** INC VAT

DISK DRIVE DRI 1159 **£59** INC VAT

A COMPREHENSIVE RANGE OF TITLES

JUST SOME OF THE 100+ TITLES AVAILABLE ON CD FOR THE AMIGA CD32

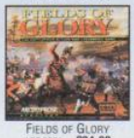
ARCADE POOL ARA 7681 - £14.99

BANSHEE ARB 1211 - £24.99

BENEATH A STEEL SKY ARB 4751 - £29.99

DIZZY - THE BIG 6 ARD 4481 - £14.99

ELITE 2 ARE 4041 - £22.99


FIELDS OF GLORY ARF 3581 - £34.99

GUARDIAN ARG 8781 - £29.99

INT. SENSIBLE SOCCER ARI 3981 - £19.99

JETSTRIKE ARJ 3841 - £25.99

LITTLE DIVIL ARL 4591 - £29.99

SIMON THE SORCERER ARS 4351 - £39.99

UFO: ENEMY UNKNOWN ARU 3791 - £29.99

NEW RELEASES!

ALIEN BREED TOWER ASSAULT	£29.99	ARA 5611
RISE OF THE ROBOTS	£34.99	ARR 4641
WORLD CUP GOLF	£29.99	ARW 7981
SUBWARS 2050	£29.99	ARS 6901
SUPER STARDUST	£29.99	ARS 7831
THEME PARK	£34.99	ART 4051
SOCCER KID	£29.99	ARS 6571
SPEEDBALL 2	£14.99	ARS 6681
TOP GEAR 2	£29.99	ART 5421
VITAL LIGHT	£29.99	ARV 4631

PHILIPS COLOUR MONITOR

Sharpen your output with this high quality 14" RGB & Composite, Stereo Monitor

RRP ~~£299.74~~ **£219** INC VAT

MON 8833 - Req. cable CAB 5224 £5.95

THE SILICA SERVICE

SILICA 1978 1994 16 YEARS SERVICE TO YOU

Before you decide WHEN to buy, we suggest you consider WHERE to buy and protect your investment with a purchase from Silica. With our unrivalled experience and expertise, we will provide all the extra help, advice and new product information you may need both now and in the future. Visit one of our stores, or return this coupon now and begin to experience the "Silica Service".

SILICA

NOW IN 18 BRANCHES OF DEBENHAMS STORES NATIONWIDE

- **ESTABLISHED 16 YEARS:** We have a proven track record in professional computer sales.
- **PART OF A £50M A YEAR COMPANY:** With over 300 staff - We are solid and reliable.
- **EXPERIENCED STAFF:** All are 'Customer Care' trained and at *your* service.
- **TECHNICAL SUPPORT HELPLINE:** *FREE* help and advice from a team of experts.
- **A FULL PRODUCT RANGE:** All your computer requirements from one supplier.
- **PRICE MATCH:** We match on a "Same product - Same price" basis.
- **FREE CATALOGUES:** With special offers and product news.
- **PAYMENT:** We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).
- **VOLUME DISCOUNTS AVAILABLE:** Business, Education and Government. **Tel: 081-308 0888.**
- **MAIL ORDER:** FREE DELIVERY in UK Mainland on orders over £40+VAT. Small administration charge (£2.50+VAT) on orders under £40+VAT.
- **STORES NATIONWIDE:** 21 stores including 18 in branches of Debenhams.

MAIL ORDER 081-309 1111

PLUS TECHNICAL AND HEAD OFFICE

SILICA, SILICA HOUSE, HATHERLEY ROAD, SIDCUP, KENT, DA14 4DX

PLUS BRANCHES AT:

BRISTOL	Debenhams - (3rd Floor),	St James Barton	0272 291021
CARDIFF	Debenhams - (1st Floor),	St. David's Way	0222 341576
CHELMSFORD	Debenhams - (2nd Floor),	27 High Street	0245 355511
CROYDON	Debenhams - (2nd Floor),	11-31 North End	081-688 4455
GLASGOW	Debenhams - (5th Floor),	97 Argyle Street	041-221 0088
GUILDFORD	Debenhams - (3rd Floor),	Millbrook	0483 301300
HARROW	Debenhams - (2nd Floor),	Station Road	081-427 4300
HULL	Debenhams - (2nd Floor),	Prospect Street	0482 25151
IPSWICH	Debenhams - (2nd Floor),	Westgate Street	0473 221313
LONDON	Silica	- 52 Tottenham Court Road	071-580 4000
LONDON	Debenhams - (3rd Floor),	334 Oxford St	071-580 3000
LUTON	Debenhams - (1st Floor),	Arndale Centre	0582 21201
MANCHESTER	Debenhams - (3rd Floor),	Market Street	061-832 8666
PLYMOUTH	Debenhams - (3rd Floor),	Royal Parade	0752 266666
ROMFORD	Debenhams - (3rd Floor),	Market Place	0708 766066
SHEFFIELD	Debenhams - (3rd Floor),	The Moor	0742 768611
SHEFFIELD	Debenhams - (L.Ground),	Meadowhall Ctre	0742 569779
SIDCUP	Silica	- Silica House, Hatherley Rd	081-302 8811
SOUTHAMPTON	Debenhams - (1st Floor),	Queensway	0703 223888
SOUTHEND	Keddies	- (2nd Floor), High Street	0702 462426
THURROCK	Debenhams - (1st Floor),	Lakeside Centre	0708 863587

To: Silica, UFGAM-0295-231, Silica House, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON AMIGA CD32

Mr/Mrs/Miss/Ms: ..... Initials: .....

Surname: .....

Company (if applicable): .....

Address: .....

.....

.....

.....

..... Postcode: .....

Tel (Home): .....

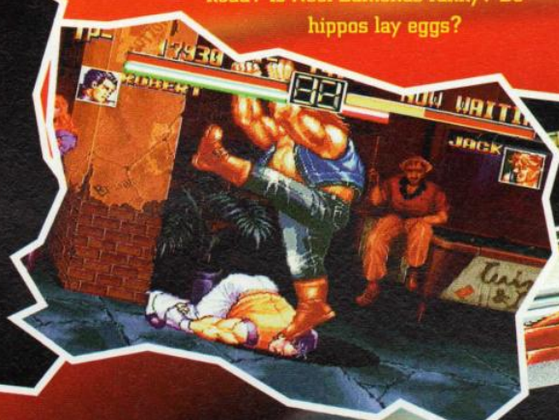
Tel (Work): .....

Which computer(s), if any, do you own?

..... 231B

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

▲ Bonus games, we love 'em. Here we chop through ice...



▼ Can he take the fat guy's full weight on his head? Is Noel Edmonds funny? Do hippos lay eggs?

▼ The story mode cuts in with animated sequences between each fight telling, unsurprisingly, the story of your character.

◀ Selectable bonus-type screens, eh? So, points aplenty and all that.

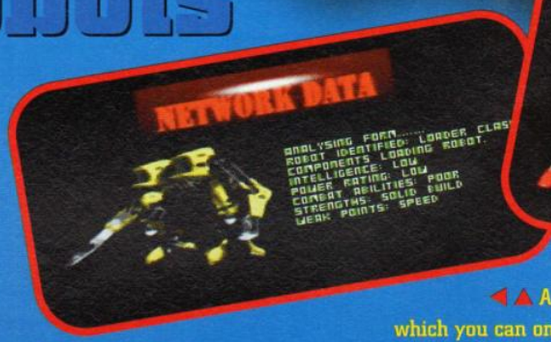
The game that launched 1,000 Art of

Rise of the Robots

PC/SNES • Mirage/Acclaim • £Various

Don't believe the hype. *Rise of the Robots* is the most awful beat-'em-up ever. The amount of work that went into the graphics should have been spent improving, or even creating the game. It's just a bunch of slow-moving graphics with abysmal gameplay. On the PC version, for example, you can't even jump over your opponent – you're stuck on one side. The moves are limited and predictable, and in one-player mode you can only play one character – the blue cyborg.

The SNES game is better, but only slightly. You can jump over the other character and, well, that's about it as far as the fun stakes are concerned.



◀▲ A beat-'em-up in which you can only play one character? That's not really on is it? Not even flash graphics like the PC's can make up for something like that.

◀ The SNES version is better than the PC, but that's not hard.

Ultimately

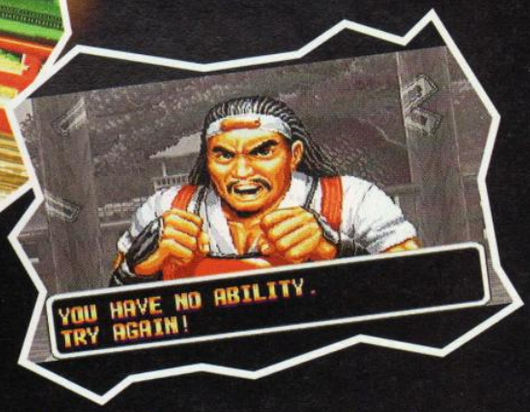
Tinpot **23%**

- ⊕ Great rendered graphics
- ⊖ Virtually no gameplay

▲► You can only select one of two fighters during the one-player mode, but they're all at your disposal during the two-player game. Even lizard boy above.

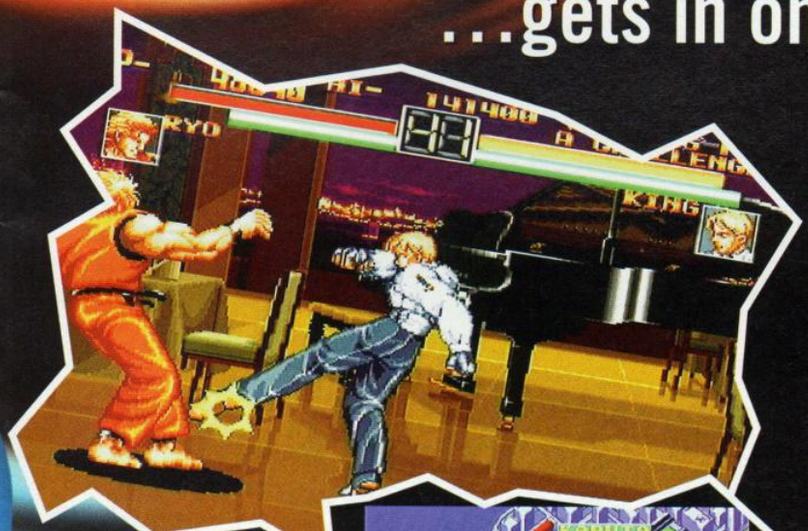
▲ Ooh, now where have I seen that type of special move before? *Hmmm...*

Neo Geos Fighting



▲ Learning, they say, is a process of mistakes and accidents. It still gives you bruises, though.

...gets in on the CD action



▲► Ah ha, I smell a map screen. But look at the pianist King above, giving a right old kicking to, ahem, Ryo. Ryo. *Ryo*, eh? Sounds a bit like Ryu, doesn't it?

Neo Geo CD • SNK • £40

This was a bit of a **turning point** for the Neo Geo cart system. It was a **huge success** in the arcades and helped SNK get the Neo Geo installed in **thousands** of Japanese homes.

That was then, though, and this is **now**. *Art of Fighting*, it has to be admitted, looks a little bit **bland and dated** these days.

The obvious initial **similarity** to *Street Fighter 2* goes a bit mad when you see the scaling effect. This works like a camera, **zooming in** on the action when the fighters get close up. The **special moves** are pretty with each character having a more than **adequate supply** of **powerful** combos.

The graphics are a little **sparse**, but the sound effects and music are still **pretty cool**. Fact is, though, that if you're a Neo Geo fan, this is probably an **essential purchase**.

Not bad, but *Samurai Shodown* and *King of Fighters '94* are **better**.

Ultimately

Artful

81%

- ⊕ Classic playability
- ⊖ Slightly dated

▲ If you really want to wham the price of the tickets up, privatise your rail system.

A Train

Changes the pace of PlayStation gaming

PlayStation • Artdink • £50/£70

Yet another case of great game, shame about the graphics? We've complained a lot about the first batch of software on the PlayStation, but in the case of *A Train*, that criticism is probably unfair.

This is, quite simply, *Sim City* on rails. Video gamers are often accused of being trainspotters and this adds ammunition to that argument. You find yourself in charge of a small city's rail network and bus system. The way you build your transport system directly affects the growth of the city.

Much of the game revolves around the finance you have to raise to expand your railway, most of which is brought in from train fares. The bigger the city, the more fares you pull in and, conversely, the more money you have to spend on building.

There are geographic hurdles in your way and sometimes you'll have to raise the track above hills, or more expensively, tunnel into the earth. Laying track, making decisions and selecting icons can be done with either the joypad or a mouse.

You can buy the mouse separately, but it's cheaper to buy the *A Train Evolution* Pack. For another £20-odd, you get the game, a Sony mouse, an *A Train* mouse mat (very trendy) and a memory card.

The graphics are decent enough, especially the bit when you sit inside the train, but the music is stinky. The tunes all sound like elevator music.

Is it worth getting? Well, as it's the most complete sim game yet, we'd have to say, "yes".

Ultimately

Anorakish **85%**

- ⊕ Awesome, deep strategy
- ⊖ Not for *Mortal Kombat* fans

TOP CHEATS

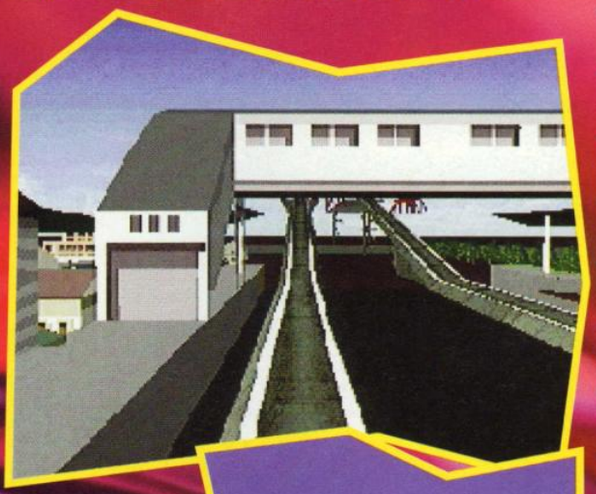
Mighty Morphin' Power Rangers. SNES. Yes, it's those colour-coded, lycra-wearing heroes who not only save the planet from the foam-rubber invaders, but also save TV company ratings (ask GMTV about that). Try these passcodes on the options screen. 3847, 5113,3904, 1970, 8624, 0411, 1007 and 1212.

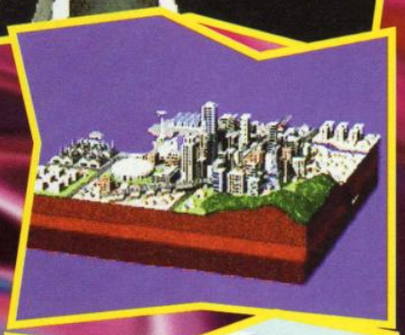
▶ At any time, be prepared for 'leaves on the track'.

◀ Remember, Mussolini made the trains run on time. Whatever that proves.

▲ Your city, spread out in all its glory, but sadly obscured by giant hovering maps and timetables.

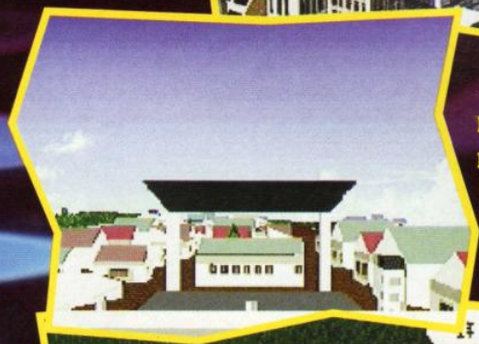
▼ What you can't see from the screenshots are the angry beggars loitering in the tunnel. And the smell of wee.





▶ The lack of living space in Japan is highlighted by this very compact spinning city.

▶ Imagine a shoot-'em-up with these graphics and explosions and...oh yes, the trains.



◀ Richard Hannay leaned precariously from the train as it hurtled towards...

▲ This is never Los Angeles. The roads are far too narrow. And clean.

▲ Believe us, the best option is just to switch off. You'll thank us.

Gale Racer

Saturn • Sega • £50 (import)

"Race against your rivals at death-defying speeds, leaving lesser drivers in your wake. If you have a thirst for danger and glory, this game was meant for you."

No. No, no, no, no, no. I mean, it isn't. It's nothing of the sort. What was once a reasonable arcade game has been turned, nay, mutated into a shockingly average piece of software for the Saturn.

It just doesn't cry '32-bit'. Apart from the intro, this feels so... so... Mega CD.

Overtake competitors and, unless you're slothly slow, they'll never catch you up. Crash into any other car, and you don't. Crash, I mean. Straight through you'll go, like a poltergeist.

The track update is too damn close, so corners loom from nowhere to kick sand in the face of pleasure. And you can actually glitch through some of the tracks. Very bad.

The graphics are rough, the sound's whiny and the two-player mode's tat. Prepare to flush the *Ultimate* loo...

▲ Split-screen two-player mode simply doubles the misery.

Ultimately

Shoddy **30%**

⊕ Er, smooth intro...
⊖ ... masks an inept game

▲ Beware of completely rubbish game more like.

ARCADE MAYHEM

IN YOUR OWN HOME

NOW YOU CAN PLAY REAL ARCADE CLASSICS IN YOUR HOME.

With this unique arcade power base unit you can play 'Jamma' arcade boards on your own TV.

Choose from the huge range of Jamma Arcade boards available at low, low prices. Why play arcade conversions when you can play the original for less.

This full specification unit has all the features required for 'Jamma' Board functions.

- Full Jamma Connector
- Credit/Reset buttons
- Composite video out option
- Complete with 4 button controller, mains lead, scart lead
- 150 watt P.S.U.
- Full scart output
- Stylish/robust case
- Two joystick ports

£99.99
PLUS £2.00 P&P

We have a full range of genuine Jamma arcade boards including **SF2, ROBOCOP, CHOPLIFTER, TURTLES, TYPHOON, GALAGA, PIT FIGHTER, SIMPSONS, DOUBLE DRAGON, WRESTLE FEST** plus loads more from only £30.00. A full list is available.

Simple to use just plug in any Jamma board and connect to any RGB Scart* TV or Monitor. (version with composite video out available)

ARCADE STICK

THIS GENUINE ARCADE QUALITY JOYSTICK IS THE PERFECT PARTNER FOR THE ARCADE POWERBASE

£39.99
PLUS £2.00 P&P

- Super tough 8 way Joystick.
- 7 chunky microswitched buttons.
- Ideal for Mortal Kombat or SF II.
- Complete ready to plug in and play.
- Top quality all metal construction.
- Player 1 & player 2 versions available.

UNIVERSAL TV STANDARD CONVERTER

Professional quality Digital TV system converter

- NTSC to PAL
- PAL to NTSC
- SECAM to PAL
- SECAM to NTSC

£299.99
PLUS £2.00 P&P

NEW

- Ideal for all applications including dubbing across video standards.
- Digital system means rock steady picture even with VCR to VCR
- Built-in time base corrector.
- 525/625 line and 50/60 Hz conversion.
- Two inputs and two outputs.
- 2M bit field memory. 500 line resolution.

TV SYSTEM CONVERTER

- Play NTSC equipment on your PAL Monitor/Scart TV.
- Ideal for 3D0, Jaguar etc.
- Converts NTSC video signal to PAL composite Video Signal
- Complete unit supplied with cables etc.

£59.99
PLUS £2.00 P&P

VIDEO TO VGA CONVERTER

£129.99
PLUS £2.00 P&P

Display full screen live video on VGA monitor

NEW

- Input PAL or NTSC and output to VGA monitor.
- High resolution True Colour.
- Flicker free.
- Switchable between Video and PC VGA input.
- Built-in audio and speaker system.
- Complete.

HOW TO ORDER

Send Cheques, Postal Orders or credit card details to:-

DATEL ELECTRONICS LTD.
GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,
FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND.

24 HOUR MAIL ORDER HOTLINE
01782 744707

£50 prize pic-word!!!

Well, strike me down with a freshly creosoted weasel, it's time for the patented, unique *Ultimate* crossword again. There are no ridiculous cryptic clues here, nosiree. This crossword's all done using screenshots.

Rules'n'things...

It's dead easy to work out. The arrows next to the visual clues show you where to fill in the answers. The answers might be the whole name of a game, part of the name, or maybe even a character from the game.

When you've completed the whole grid, either cut it out, photocopy it or make a list of all the answers, then send it off to us at: ***Ultimate Future Games*, Pic-Word, 30 Monmouth Street, Bath, Avon, BA1 2BW** to arrive here by Feb 9th 1995.

The winning entry will be picked out of feeding trough in the leopard enclosure at Bristol Zoo by someone who doesn't realise they've got to do it yet. Good luck.

Ultimate Subscribe!

Yes, by subscribing to *Ultimate Future Games*, you can save an astonishing £7 which means less fivers have to be printed and therefore less trees have to be chopped down in Brazil. It's a serious bargain, great-mates, and just think, you'll be doing your bit for the environment too!

If the tree goes the leaf goes and the frog dies

- **Save money!**
- **Save shoe leather!**
- **Get your issues quicker!**

Save the Rainforest (and some money as well)

Fill this in, or we'll fill you in!

Yes! Please enter my subscription at the discount rate ticked below...

Name _____

Address _____

_____

_____ Post Code _____

Telephone _____

This is what I want to pay for a subscription to the most kicking mag in existence:

☐ **£19.95** (U.K) ☐ **£39.39** (Europe – airmail) ☐ **£49.95** (rest of creation)

I would like to pay by:

☐ **Cheque** (payable to Future Publishing Ltd)

☐ **Access** ☐ **Visa** ☐ **Direct Debit**

Expiry date _____

Account Number

☐☐☐☐☐☐☐☐

Sort code

☐☐ ☐☐ ☐☐

Signed _____

Date _____

☐ Tick if you don't want mail (special offers and so on) sent to you from other companies

Send this coupon to:

Ultimate Future Games
Subscriptions,
Future Publishing Ltd.
Freepost (BS4900),
Somerton,
Somerset TA11 7BR

EEC customers registered for VAT, please quote your registration number

_____

Subscription Hotline
0225 822511
Fax:-
0458 274378

Offer close February 28th 1995
UFG3–02

TO GET IN Ultimate DIRECTORY CALL JOE MORRIS ON 0225 442244

TO GET IN Ultimate DIRECTORY CALL LYDIA MILSOM ON 0225 442244

London

SKILL

PlayStation
Saturn

0956 423 482

9am-8pm 7 days a week
Next day delivery available

SKILL ACADEMY
PO Box 5913, Ealing
London W13 9ZX

Cornwall

CONSOLE CONNECTIONS

3DO Wireless Control Pads - Now Available -

- ★ No messy wires
- ★ Full Control from up to 40 feet at any angle of 360 degrees
- ★ Slow motion
- ★ Independent Turbo Control
- ★ Set of 2

ONLY £39.99
0872 261065
Console Connections
19 Kenwyn Street, Truro,
Cornwall TR1 3BU

Call for our latest prices on 3DO & Jaguar Hardware/Software Discounts for pre-ordered software

Kent

GAME ZONE

SHOPS AT:

7 SNOWDON PARADE
VINTERS PARK
MAIDSTONE
KENT
Tel/Fax:
0622 766220

18/20 NEW RENTS
HIGH STREET
ASHFORD
KENT
Tel:
0233 663996

NEO•GEOCD
SEGA Playstation
PC SEGA SATURN Nintendo

MAIL ORDER
14 SANDY MOUNT, BEARSTED,
MAIDSTONE, KENT ME14 4PJ
FREEPHONE 0500 - 118097
LISTS OF NEW & SECONDHAND GAMES AVAILABLE
ON RECEIPT OF S.A.E.
(PLEASE STATE WHICH MACHINE)

Middlesex

Computer Paradise Ltd

The Pavilions Centre
Opposite Argos Uxbridge

NEW STORE

- ◆ All Formats Stocked inc: 3DO - Jaguar - CDi.
- ◆ Over 100 PC Titles
- ◆ Latest Imports
- ◆ We buy & sell used games (SNES & Megadrive only)

Tel: 0895 236799

London

E I D CONSOLES

SONY PLAYSTATION
SEGA SATURN

BOTH IN STOCK NOW!
CALL FOR BEST PRICES TODAY!

LATEST IMPORTED ACCESSORIES ALWAYS IN STOCK CALL US NOW!

FOR YOUR FREE INFORMATION PACK
CONTACT US NOW!
E.I.D
P.O. BOX 23
BUSHEY
WD2 3YL
TEL: 081-386-1454 FAX: 081-950-6262

Dorset

VIDEO GAME CENTRE

We have a huge range of new & used consoles, games & accessories including new & rare imports from Japan and USA.

Megadrive, Mega CD, Sega Saturn, Sony Playstation, Super Famicom, Nes, Gameboy, Jaguar, Lynx, 3DO, PC Engine, Turbografx, Neo-Geo

888 Wimborne Road,
Bournemouth BH9 2DR
Tel/Fax: 0202 527314

Leicestershire

TELEGAMES

GAME BOY Nintendo
LYNX
SEGA JAGUAR
Famicom
PC Engine
SUPER NINTENDO ENTERTAINMENT SYSTEM

If it's a game it's at Telegames

BUY WITH CONFIDENCE FROM EUROPE'S LARGEST STOCKISTS
● ESTABLISHED OVER 12 YEARS

TELEGAMES, WIGSTON,
LEICESTER LE18 3TE

Send SAE stating lists required or
TEL: (0116) 288 0445/281 3606

Scotland

ARCADE PCBS BOUGHT, SOLD & EXCHANGED

Prices from £30

PCB Finder Service.
All Supergun ready.

Daytime
☎ Steve 0585 677710
☎ Karl 0532 628247
Evenings (after 7pm)
☎ Graham 0224 703312
e-mail: frunk@io.com

London

SONY SEGA PSX SATURN

WHY WAIT? IN STOCK NOW!!
CALL US FOR THE BEST DEALS...

OTHER SYSTEMS AVAILABLE:-
CHECK OUR PRICES
PENTIUM PC'S FROM £999
3DO'S FROM £299

TECHNOLOGY PLUS
233 TECHNOPARK
ASHLEY ROAD
LONDON N17 9LN

TEL 0181 539 5301
FAX 0181 556 8116

Essex

For a free catalogue of Japanese Anime and Games send Self Addressed Envelope to:
PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex 1G10 3TQ

TRADE WHOLESALE RETAIL

SUPER FAMICOM
Art of Fighting 2 Dracula X Goeman 3 Ultimate Parodius

SEGA SATURN
Daytona USA Panzer Dragon Victory Goal Virtua Fighters

SONY PLAYSTATION
Cybersled Motor Toon Grand Prix Tekken Toh Shin Den

JAP ANIME SUBTITLED ENGLISH
Art of Fighting Dragon Ball Z Film "Broly Returns"
DBZ Trunks Story Street Fighter 2 the ANIME MOVIE

100% JAPANESE ANIME
Fatal Fury 2 Slam Dunk Yu Yu Hakushu Zeiram the Animation

JAP ANIME MODELS
Dragon Ball Bomberman Fatal Fury Godzilla Ramma
Sailor Moon Slam Dunk Street Fighter Yu Yu Hakushu

MUSIC CDS VIDEO GAMES VIDEOS
LATEST HARDWARE GAME MERCHANDISE
POSTERS JOYPADS JOYSTICKS NEW SYSTEMS
NEW GAMES NEW MERCHANDISE

ENGLAND
Tel: 0850 911 682
0181 508 1328
Fax: 0181 508 3845

HONG KONG
Tel: (852) 6506509
Fax: (852) 6506526

28 Ha Pak Ngau Shek,
Lam Tsuen, Tai Po,
N.T.
HONG KONG

PROJECT

PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex 1G10 3TQ

Suffolk

DEEP LOGIC

FOR ALL THE LATEST UK & IMPORTED
GAMES
GIVE US A CALL
SEGA, NINTENDO, JAGUAR, 3DO, CD-i

SATURN & PLAYSTATION
SATURN: £580 PLAYSTATION: £CALL
Includes 24 hr delivery + virtua fighters

R.E.A.L 3DO
UK MACHINE + MEGARACE: £380
Major Stockists of UK + Import Games

PART EXCHANGES WELCOME

DEEP LOGIC
P.O BOX 42
LOWESTOFT
SUFFOLK
NR32 4XB
01502 561683

Berkshire

PLAYSTATION GAMES & CONSOLES (UK) Ltd

SONY PLAYSTATION INC RIDGE RACER	£595
Games Available Now, MOTOR TOON GRAND PRIX, GODS OF COMBAT, BASEBALL 95, FALCATA, COSMIC RACE	£45
SONY JOYPAD	£45
NAMCO NEGCON JOYPAD	£48.50

All prices include VAT plus carriage on top
EXTENSIVE LIST AVAILABLE

PLEASE CALL 0753 576546 0956 363104

Kent

LOADED CONSOLES

14 Medway Meadows, East Peckham, Tonbridge, Kent TN12 5HJ

NEO GEO
King of the Fighters (Now), Samurai Showdown 2 (7th Dec), Street Hoop (Dec), Zed Blade (Jan), Go! Kaiser (Jan), Kaiser Knuckle (Feb), Double Dragon (Feb)
Coming Soon: Art of Fighting 3 (silicon graphics)
Neo Geo CD
Fatal Fury 2 pack £399.99
Art Fighting Pack £389.99
Call for software prices and release schedule

3DO
Panasonic Core Unit ..... Call
NTSC Television Systems Converter £54.99
US Software:
Super Street Fighter 2 Turbo £69.99
FIFA Soccer £42.99
Off World Interceptor £51.99
Samurai Showdown £51.99
Coming Soon: Demolition Man, GEX, Need for Speed, PGA Tour Golf
Cheapest US Import 3DO titles guaranteed

SEGA
SEGA SATURN (NOV 20TH) ..... – Call for Price
SOFTWARE AVAILABLE FROM LAUNCH ... – Gale Racer (Call) – Virtua Fighter (Call) – Clockwork Knight (Call)

SONY
SONY PSX (NOV 30TH) SOFTWARE AVAILABLE FROM LAUNCH – Call for Price – Philosoma (Call) – M.T.G.P (Call) – U. Parodius (Call) – Ridge Racer (Call)

NEC PC-FX – Call for details

WE BUY USED 3DO, NEO GEO AND SUPERGUN SOFTWARE
TEL: 0622 871544
0831 825068
Trade enquiries are always welcome

West Midlands

Queensway Consoles

Mail Order Supplies At QC Quality Counts

SNES	MEGA CD	MEGADRIVE
NEO GEO CD	32X	JAGUAR
AMIGA	TURBO GFX	PC
3DO	SATURN	PLAYSTATION
SUPER SF2 X	VICTORY GOAL	RIDGE RACER
NEED FOR SPEED	CHINESE DETECTIVE	ULTIMATE PARODIUS
OFF WORD INT	GAIL RACER	CYBERSLED
SAMURAI S/DOWN	CLOCKWORK KNIGHT	STARBLADE X
FIFA SOCCER	VIRTUA RACING	MOTOR TOON GP

MEGADRIVE AND SNES DEVELOPMENT STATIONS
CALL NOW FOR PRICES
PHONE: (021) 558 6502/0384 898485

QUEENSWAY CONSOLES
UNIT 20 RABONE LANE
SMETHWICK WARLEY
WEST MIDLANDS B66 3JJ

North Yorkshire

BEYOND COMPUTERS

Established over a year!

SPECIALISTS IN THE LATEST IMPORTED ADD-ONS!
32M DX!
NOW IN STOCK
24-32M UPGRADES!

TEL/FAX:
0423 868289
P.O. Box K1,
Knaresborough HG5 9XD

...And here are the edited highlights. Another slice of Ultimate action is just days away...

"A Kellog's variety pack of steaming aggression..."

"Cover yer 'nads, there's a ball being hoofed at ya, matey..."

"The scope for being a ponce is enormous..."

"Even the degree of blood spillage doesn't make this anything special..."

We name the guilty men...

Director
Frank O'Connor
Second Unit Director
Dave Golder
Screenplay
Marcus Hawkins

Cinematographer
Lam Tang
Focus Puller
Brad Merrett

Bit-part actors
James Binns • Les Ellis • Dean Mortlock
Jason Brookes • Andy Butcher

Computer Graphics Illustrator/Production Designer
Roger Harris

Anime illustrator/Matte Painter
Wil Overton
Cartoonist/Rostrum Camera
Mike Roberts

Advertising Manager/Best Boy
Dominic Beaven
Senior Sales Executive/Key Grip
Janes Geddes
Production Manager/Continuity
Richard Gingell
Production Controller/Dolly Grip
Claire Thomas
Paper Controller/Props Manager
Fiona Deane
Admin Assistant/Make-up
Suzannah Angelo-Sparling

Lino and Scanning/Stunt Men
Chris Stocker • Jason Titley • Simon Chittenden • Mark Gover • Simon Windsor

Publisher/Producer
Colin Campbell
Managing Director/Dino De Laurentis
Greg Ingham
Big Boss/Steven Spielberg
Nick Alexander

Circulation Director/Casting Director
Sue Hartley
Group Production/Tea Lady
Judith Green

Colour Reproduction/In Cinemascope
Saturn Reproductions, Bath, Avon

Printing/Rank Laboratories
Cradley Print plc, Cradley Heath, West Midlands

Basic Annual Subscription rate: £24.95 (see page 112 for special offers)

Published by
Future Publishing
30 Monmouth Street,
Bath, Avon, BA1 2BW.

Tel: 0225 442244
Fax: 0225 446019

Thanks to:
Harriet Athay, Planet Distribution, Fodders, Becks (again), Japan

No thanks to:
***SuperPlay*'s taste in music, that bloke who phones in every day to ask which is better out of the Saturn and PlayStation.**

If you have any complaints about advertisers in this issue please write to: Advertising Complaints Department, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

SONY IMAGESOFT

Disney SOFTWARE

MICKEY MANIA GRIPS THE NATION

"Better looking than my girlfriend"

Dominik Diamond – Gamesmaster & Radio 1

90% MEGA

90% SEGA POWER

90% C&VG

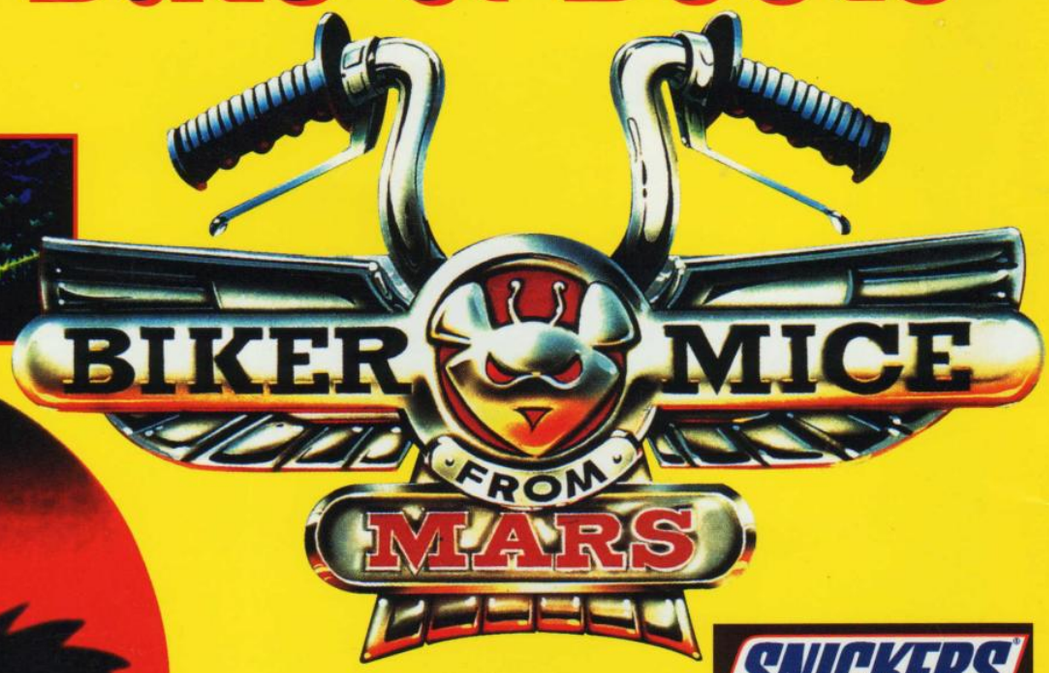
SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA MEGA DRIVE

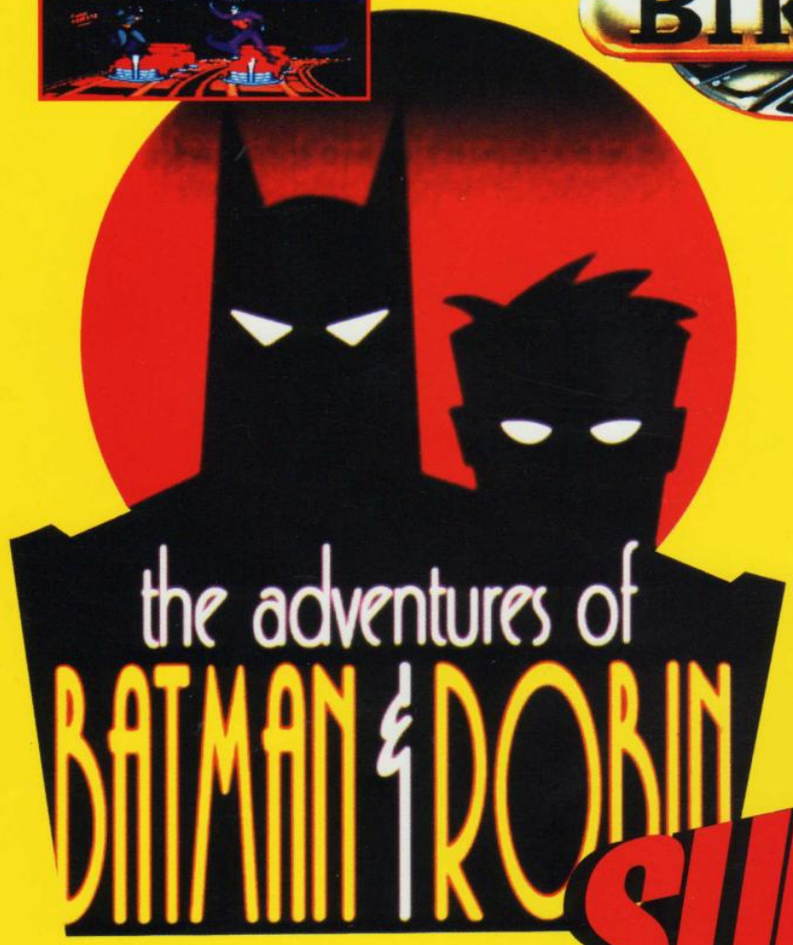
MEGA-CD

"Mickey Mania: The Timeless Adventures of Mickey Mouse" is a Disney Software/Sony Imagesoft co-production. © The Walt Disney Company. "Mickey Mania: The Timeless Adventures of Mickey Mouse" is distributed by Sony Electronic Publishing Ltd. Sony is a registered trademark of Sony Corporation. Imagesoft is a registered trademark of Sony Electronic Publishing Company. © 1994 Sony Electronic Publishing Company. All rights reserved. Sega Mega Drive and Mega CD are trademarks of Sega Enterprises Ltd. Super Nintendo Entertainment System™ is a trademark of Nintendo. All rights reserved.

"Bikes, Bats & Boots"



Brought to you in association with SNICKERS



International SUPERSTAR SOCCER

KONAMI

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

Konami hotline 0891 775741 for instant cheats to many Konami titles + up-to-date competition news

Calls are charged at 39p per minute cheap rate and 49p per minute at all other times

Konami House, 54A Cowley Mill Road, Uxbridge, Middlesex UB8 2QE Tel: 0895 853000 Fax: 0895 853003

Biker Mice From Mars, © 1994 Brentwood Television Funnies, Inc. / Licensed by The Beanstalk Group.
Batman and all related elements are the property of DC Comics TM & © 1994. All Rights Reserved.
® Snickers is a registered Trademark © Mars Inc. 1994.